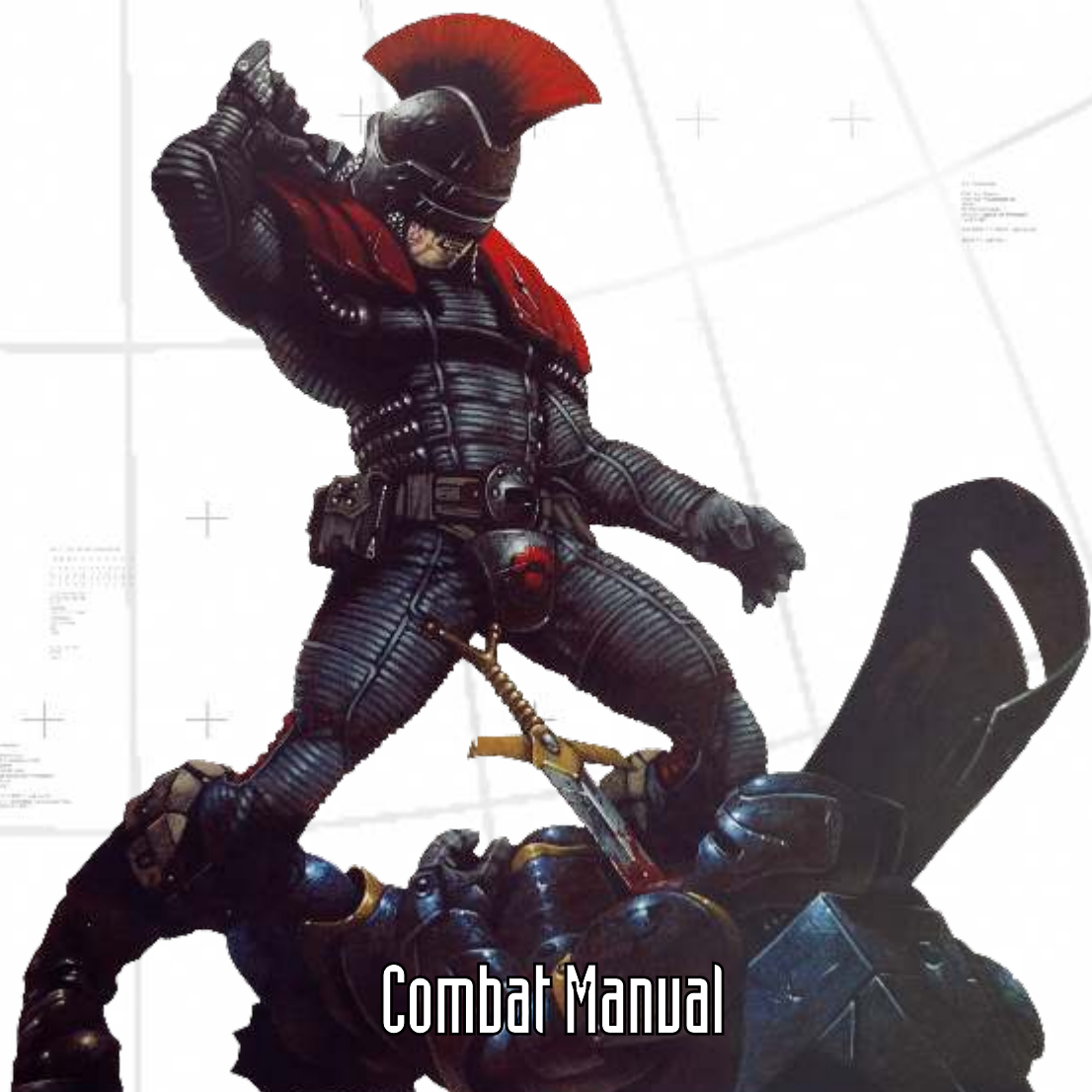


VOYD 2.0



Combat Manual



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Combat Manual

Introduction

For those of you who are new to fighting battles with miniatures, here's what it's all about. VOID is a squad level skirmish game. Models represent your troops, each representing a single man, monster or machine. Every model has its own range of weaponry, skills and equipment that define its behaviour and effectiveness on the battlefield.

You can think of your armies as small battle groups, scouting parties, raiders or defenders of outposts. Alternatively think of them as being part of a larger force, and the battle you are fighting as being just a small (but important) part of a larger battle that is taking place around them.

The main strength of your army will lie in the squads of infantry (or robots, or aliens) that form its backbone. They will often be led by powerful or heroic characters, capable of single-handedly disposing of several times their own number of enemy troops. Powerful battle-suits, armoured vehicles or large and ferocious monsters will provide heavy firepower and support.

This is a tactical game, and your skill in manoeuvring and positioning your units is important. Maximise the potential of your units and use them wisely, and you should be well on the way to winning.

The VOID rules are designed to produce a fair and balanced game that will allow you to play exciting battles that give the feel of squad level combat. Although we have tried to cover most situations in the rules we didn't want to turn them into a huge and lengthy legal document! Once you have read the rules and are playing the game you and your opponents are in charge of what goes on. During a game, if you come across an unusual situation, or cannot agree with your opponents on how a particular rule should be played, roll a dice or flip a coin to decide the

matter. After the game you can talk it over and agree how to treat such situations in future games. Just remember that all players should agree any new rules or changes before you start a game.

WHAT YOU WILL NEED TO PLAY

If you take a look at back of this book you'll see we've provided a quick reference sheet, counters, templates and force rosters for use during the game. You can photocopy them or download a copy from our website, or you can buy printed versions from your local stockist or through our online store. In addition to these there are a few other things that will be useful.

DICE: Some standard ten-sided dice in at least two or three different colours. You don't need loads of them; half a dozen or so per player will be a good start.

A RULER OR TAPE MEASURE: A ruler marked in inches is essential; all measurements in the game are in inches. You will need to measure how far your troops can move, shoot or even run for cover! A retractable steel rule is ideal.

PENS AND NOTEPAPER: We've tried to keep the amount of notes you will need to take during a game to a minimum; even so it's always handy to have a pen and notepad to hand. If you're playing a scenario you may need to note down successes and failures in gaining objectives. You'll also need them at the end of a game to add up victory points if you're using them.

A SUPPLY OF SNACKS AND DRINKS: A commander has to keep their strength up if they're to lead their troops successfully. However it's usually a good idea to keep your provisions on a side table, unless you like your armies fighting around soft drinks cans!

DICE AND DICE USE

Although good tactics are the basis of victory in a game of VOID, nothing is ever certain. Dice are used in the game and these will often decide how luck (or fate) affects your well-laid plans. In any situation where there is an element of chance the dice will decide. Will your troops survive when they charge that enormous monster, or will it crush them? Good tactics will swing the odds favourably, but they are never a guarantee of success.

The VOID game system uses an ordinary ten-sided dice, and we will refer to this as a d10. At some points you may need to roll two or more dice at once. This would be stated as roll 2d10, roll 3d10 etc.

Sometimes there will be modifiers to a particular dice roll. For example when you are rolling a dice

to see whether one of your models can hit an enemy model the roll may be modified by a particularly powerful weapon, or because the target is in cover. Modifiers like this are always applied to the dice roll, so for example, a +1 modifier (+1 mod) would mean that you would roll your dice and add 1 to the score. At all times, when you are rolling a dice to see whether one of your models succeeds in a particular task, a roll of a natural 10 is successful and a roll of a natural 1 fails.

In addition sometimes you will need to use a ten-sided dice as a 'direction' dice. This is used to generate a random direction for things like a stray shot from a grenade launcher etc. If you take a look at a ten-sided dice you will see that its faces are shaped very much like an arrowhead. When this use is called for, simply roll the die and the imaginary 'arrowhead' that is its uppermost face indicates the direction.



Rules

This section of the book introduces all the concepts and mechanisms that you will need to become familiar with as you learn the game. It will take you through setting up your playing area, choosing and deploying your army, or 'battle-force', and fighting the battles themselves. Later sections include special rules that apply only to certain troops, force lists from which to select your strike-team, and an armoury listing all available weaponry.

READ THIS FIRST!

Before you get stuck in and start reading through the rules, we've a couple of bits of advice that will help you quickly get a handle on the basics, so you can start playing your first games. First, as mentioned previously, at the back of this book are a quick reference sheet, counters, templates and team rosters. Take the opportunity to photocopy the quick reference sheet so you can easily refer to it as you read through the rules (or download a copy from our website and print it out). If you do this you'll find you get an overall grasp of things much quicker. Second, when you decide to fight your first battle keep it simple. Use small battle-forces made up of basic units that don't contain too many specialists and support troops. This way you can get comfortable with the game turn sequence, and the basics of shooting and combat, without getting distracted by too many special rules etc. Follow these suggestions and you'll be up and running in no time.

THE GAME

Once you have your playing area set up you're ready to begin. All you need now is an army, or 'battle-force', and one or more players to fight against. The conflict will be played out over a number of turns, during which each of the players can do something with their battle-forces. Strategy, tactics and fate (dice rolls to you!) will determine the eventual winner. Hopefully you will emerge victorious and your opponents will be routed, or better still obliterated without trace.

YOUR BATTLE-FORCE

Before you can fight a battle you need a battle-force. Read through the introductions in the force list section later in this book and pick the faction that appeals most. You'll find that each of them have their own distinct character, and each will require slightly different tactics and strategies if you're going to emerge victorious.

Once you've chosen a faction you'll need to know how to build your battle-force, and what the capabilities of your troops are. Each troop type has a variety of strengths and weaknesses, and many have special capabilities and powers. Some troops are particularly good at shooting, while others excel in close combat. Likewise some are fast and nimble, and others are fearless or camouflage experts. All this is described in a models 'profile' as detailed shortly.

UNITS

A battle-force can be quite numerous, and can contain many different troop types. This being so, troops of similar type and purpose are usually grouped together into 'units' containing several models. This allows you to control your battle-force more easily and to concentrate your firepower. A unit can be one of two types, either a 'squad' or an 'individual'.

SQUADS: A squad is a group of models that work together as a team on the battlefield. Squads will often contain a squad leader with more or better abilities than the rest of the squad. In addition squads can contain 'support' models that carry powerful or special equipment to provide back up for their comrades. Generally the major part of your army will be made up of squads.

INDIVIDUALS: Individual models operate independently, they are usually powerful and are more than capable of surviving on their own on the battlefield. They could be human heroes,

large monsters, heavily armoured battle-suits, or vehicles.

RECRUITMENT AND ORGANISATION

The force lists at the back of this book contain all the information you'll need in order to recruit and organise the units that will make up your battle-force. There are some units that usually form the backbone of a battle-force, and so are likely to be compulsory choices, and there are others that perform more specialist roles, so are likely to be optional choices.

COMMANDERS

After you've recruited your battle-force you must designate one of the models as its 'Commander'. Commanders can enhance the performance of your battle-force in a variety of ways, and these are detailed at the beginning of the force lists section.

PROFILES

A models profile contains all the information needed to use it in the game. The profile shows how your troops interact on the battlefield. They represent models strengths and weaknesses with a set of statistics that are used to define how the models move and attack. You will find profiles for your models in the force lists; each one contains the profiles for all the troops available to that particular faction. Profiles are all presented in the same basic format (see the sample profile).

THE STAT LINE

The stat line is a row of characteristics that show a model's strengths and weaknesses. We refer to these characteristics as 'stats'. The characteristics included in the stat line are shown below.

ASSAULT (AS): This stat shows how good the model is when attempting to hit an enemy in close combat. It can range from 1 to 10, a 1 is very poor and a 10 extremely good. On this scale the average human trooper rates at

4. Models with a high stat have more chance of hitting an enemy.

SHOOTING (SH): This stat shows how accurate the model is when shooting (or throwing) weapons in ranged combat. It can range from 1 to 10, a 1 is very poor and a 10 extremely good. On this scale the average human trooper rates at 4. Models with a high stat have more chance of hitting an enemy.

STRENGTH (ST): This stat shows how strong the model is. It can range from 1 to 10, a 1 is very poor and a 10 extremely good. On this scale the average human trooper rates at 4. Models with a high strength have more chance of causing damage if they physically hit an enemy in close combat.

TOUGHNESS (T): This stat shows how tough and resistant to damage the model is. It can range from 1 to 10, a 1 is very poor and a 10 extremely good. On this scale the average human trooper rates at 4. Models with high toughness have less chance of taking damage if they are hit.

WOUNDS (W): This stat shows how much damage a model can take before it is killed or destroyed. It can range from 1 upward. The average human

Shock Marines

AS	SH	ST	T	W	CD	SD	HY	MV
5	4	5	5	1	5	2	6	

Wound System

IC	SHOOT	MELEE	UNARMED	POW
0	5	—	—	—

Grand Cum

IC	SHOOT	MELEE	UNARMED	POW
0	5	4	4	—

NEGATIVE SHIELD

IC	SHOOT	MELEE	UNARMED	POW
1	4	—	—	—

Metaphoric Shield: The shield gives good protection from frontal attacks. It reduces heavy attacks to 1 and a -1 mod to all other damage rolls caused by hit originating from within this model's front facing.

SPECIAL RULES

Anti High Strength (1): Shocktrooper

SHOOTING: Accurate (see notes), High Strength (4-6)

range from 1
upward. The
average human

UNIT STATS

WOUND	No. PER UNIT	COST
Shocktrooper	2-10	1-10
Shocktrooper	1-2	2000
Shocktrooper	0-1	20

The dice will show a unit makes

a bonus of +1 to hit and +1 to
damage (e.g. 1-10).

trooper has 1 wound; heroes, larger creatures and vehicles will often have more.

COMMAND (CD): This stat gives an indication of the model's self-control, training and bravery. It can range from 1 to 10, a 1 is very poor and a 10 extremely good. On this scale the average human trooper rates at 4. Models with a high score are more likely to stand their ground or react quickly to enemy action.

SIZE (SZ): This stat indicates how large a model is. It can range from 1 upward. The average human trooper is size 2. Large creatures and vehicles are easier to hit when shooting at them.

MOVE (MV): This stat shows the models normal move distance in inches. It can range from 1 upward. The average human trooper has a move of 4. A high score can allow you to outrun or manoeuvre your enemies.

EQUIPMENT AND ORGANISATION

Below the stat line is all the other information you will need to enable you to choose your models, organise them into units and use them to fight in your battles. This is presented as shown below.

STRUCTURE: This shows the unit type, i.e. whether a model is an individual or a member of a squad. It also shows the minimum and maximum number of models that may be in the unit. Powerful models will often be individuals or in small units.

TROOP TYPE/EQUIPMENT/NO. PER UNIT/COST: These tell you the types of troops that can be in the unit, the equipment they carry, and their points cost. The point cost of models is important when building armies; it's used to make sure that you and your opponents have armies of roughly the same power.

SPECIAL RULES: These show any extra rules that apply to the models in the unit. They may be particularly brave, very heavily armoured, or subject to some other (not always beneficial) effect.

OPTIONS: Some models may have the option of additional weaponry or special abilities; this would be detailed here along with any associated additional points cost.

MODELS FACINGS

For game purposes all models have 'facings'. Most have two facings: a 180-degree arc to their front (the direction they're looking), and a 180-degree arc to their rear. Don't worry about the specific ways model facings affect shooting and close combat etc just now, they're detailed later in the relevant rules sections and model profiles. For now we'll just cover the basics.

For most models, facings are only important if they're equipped with a shield. Shields only offer protection against attacks that originate within the front face of a model. When it comes to shooting, facings aren't too important for the majority of models. Models can only shoot at enemies that are within their front facing, however most are very manoeuvrable and can turn freely in order to take a shot. There is a minority of models though, those representing larger or slower creatures and vehicles etc that have more restricted facings, or can't turn as freely.

FACINGS AND AWARENESS

In a hazardous combat environment it's always wise to look behind you or 'check your six' every now and again. Though models front facings indicate the direction in which their main attention is focussed, they're assumed to be aware of everything around them that isn't hidden by intervening terrain or other models etc.

BATTLES – DURATION AND POINTS LIMITS

Before playing a game you and your opponents will need to agree on how many points to spend on building your battle-forces. The higher the point limit the more models will be in your battle-force, and the longer the time required to complete a game. For normal games all players should have forces of equal points total. There is no minimum or maximum points limit, it's entirely up to you how large you want your games to be.

We suggest that for your first few games you may want to keep things simple and play with just a few basic units a side. Once you're comfortable with the rules you can expand your games.

VICTORY CONDITIONS

In addition to deciding how big your battle-forces are you'll need to agree how to decide the eventual winner. The most basic way to win a game is by completely destroying your opponents force. Fun though this can be it's not particularly realistic, and can make for a very long game if your opponents last few models insist on hiding away in difficult to get at corners of the battlefield! There are two simple sets of victory conditions that we much prefer, and will give a very good game; these are to play for 'most survivors', or to play for a 'strategic withdrawal'.

Of course, whatever set of victory conditions you decide on, a player can choose to surrender at any point, but where's the fun in that? It's much more satisfying to snatch a victory from the jaws of almost certain defeat!

MOST SURVIVORS

The aim here is to end the battle with more of your battle-force intact than your opponent. First agree on a time or turn limit for the games duration. When the limit is up finish the current game turn. Each player should then add up the total point value of the models that they have remaining in play. This will give each players victory point total, and whoever has the highest point value wins the game.

STRATEGIC WITHDRAWAL

Your goal here is to try to kill or destroy enough of the enemy to compel them to make a 'strategic withdrawal', or to put it less kindly, to cut and run.

Before the battle starts, agree a 'break point' with your opponent. The break point is the proportion of losses a battle-force can sustain before it starts to get nervous and considers beating a hasty retreat. This could be once a quarter (25%) of the force has been lost, or a half (50%), or even

three quarters (75%), it's entirely up to you, but the opposing forces must both have the same break point. Whichever of the forces withdraws first will lose the battle, and by default its opponent will win. The following rules apply.

- Immediately a force takes losses that reduce it to, or take it beyond its break point, the commander of the force must make a command check*. The same goes for every subsequent model lost.
- If the command check is passed, the force keeps its nerve and can continue as normal. If it is failed a strategic withdrawal is made, all models are assumed to have retreated off the playing area and the battle is lost.
- If the forces commander is out of action the command check should be made by whichever model has the highest command (CD) stat in the force.

** Command checks and how to make them are detailed later in their own section.*

TIP: Before playing a game with strategic withdrawal victory conditions you should take note of how many models are in your opponents battle-force, and inform them how many models are in yours. During the game each of you should track the others losses as they occur, so you can remind one another if and when one of you reaches their break point.

A Viridian player with a force of 50 models is about to commence battle against a Junker player with a force of 60 models. They agree on a break point of 50%. So the Viridian player would have to make a strategic withdrawal command check after losing 25 models (50%, or half, of 50), and the Junker player would have to make a check after losing 30 models (50%, or half, of 60).

You can easily combine the strategic withdrawal victory conditions with a time or turn limit for your games. If no one has managed to force a strategic withdrawal on their opponent by time the limit is up, simply default to the 'most survivors' victory

conditions. That is, the winner is the player with the highest total point value of surviving models.

SCENARIOS AND OBJECTIVES

There are a variety of other ways you can decide the winner of a game. Instead of forcing a strategic withdrawal or comparing victory points, you could set a number of objectives for the battle-forces to accomplish in order to win. These could be such things as occupying a fortified outpost, liberating a prisoner, or blowing up an ammo dump. Alternatively you might set objectives that provide bonus victory points in a standard 'most survivors' game. Here are some basic scenario ideas that you may like to play around with.

Hold the Pass / Bridge: One player must prevent their opponent(s) from getting any troops through a pass or over a bridge for a set number of turns, or until reinforcements arrive.

Take the Position: One player must occupy and defend a particular area or position. The enemy has a set number of turns to attempt to wrest control of it away.

Seek and Destroy: Each player nominates one of their units as a primary target and it is their opponent's objective to destroy that unit. Destroying the unit might either win the game outright, or it could give bonus victory points in a standard 'most survivors' game.

Extraction Point: One player must get a set number of their units or models from their deployment zone to another part of the battlefield in order to be airlifted out to safety, perhaps within a time or turn limit. Their opponent must attempt to prevent this.

Death Race: Both players must attempt to get as many of their units into their opponents deployment zone before the time or turn limit ends the

game. When counting up points values at the end of the game, models in an opponents deployment zone count for double, or maybe even triple, victory points.

These are just a few suggestions and you'll no doubt come up with plenty of ideas yourself. In general, if you're playing a scenario battle you'll probably need to adjust the point values of the opposing forces. For example if a player has to take a heavily fortified position from a defender, you might increase the attacking force points by 50%. A good way to test the balance of a scenario you've designed is to fight the battle, then for your next battle use the same scenario but swap roles with your opponent.

DEPLOYMENT

Before starting a battle players need to place their units in their starting positions on the battlefield. This is known as 'deployment' and the area in which you can place your troops is your 'deployment zone'. If you're playing a specific scenario or a game with particular objectives the deployment zones may vary, one player might be defending a position in the middle of the table for example. For now we'll just deal with a normal game.

The exact size and shape your deployment zones will depend upon the size and shape of your playing area but the idea is to keep some tactical space between the forces. Ideally there should be a distance of at least 24 inches between



opposing forces at the beginning of a game. For example if you're playing on a table just specify two opposite sides as deployment zones.

Assuming you're playing on a table or similar rectangular area, and you've decided which sides are the deployment zones, you need to deploy your forces. Both players should roll a d10; the player with the highest score gets the choice of deployment zone, the losing player taking the opposite one. Then, starting with the winner, both players take it in turns to place one unit at a time in their deployment zones until all units are on the table. Once all units are deployed the game can begin.



GAME TURNS

In a real battle opposing troops are moving about shooting and fighting simultaneously. In order to be able to play a game we have to be able to split the action up into a series of manageable chunks so that we can keep track of what's going on. We use 'Game Turns' to divide up the action, and all games will consist of a series of them. During each game turn players will be able to do something with each of their units.

Each game turn is split into two phases; these are, in order:

1. The Marker Phase
2. The Activation Phase

THE MARKER PHASE

During this phase remove all counters indicating those of your units that have been 'activated', or that are still on 'over-watch'. And if any of your units have 'shock' counters by them, remove one counter from each. Also remove any markers or templates that show the remnants of various lingering weapon effects. Don't worry about the terms 'activated' and 'over-watch' just now, they're explained shortly, and 'shock' (which is often a result of being shot at) is explained in the Shooting section later. Lingering weapon effects and the like are described in the relevant entries in the Armoury section etc.

COUNTERS

Counters are used during the game to show things like which of your units have taken their turn, are keeping an eye open for possible enemy threats, or are suffering from things like panic or shock. If you take a look at the back of the book you'll see that we've provided a sheet of counters that you can photocopy and cut out, alternatively you can download them from our website and print them out.

THE ACTIVATION PHASE

During the activation phase players take it in turns to make their units carry out various tasks or 'orders'. Units that have not yet done anything in

the current game turn are referred to as 'inactivated'. When a player takes their turn they can pick any one of their inactivated units (except those suffering from shock*) to do something. This is known as 'activating' the unit. Once a unit is 'active' the controlling player can make it carry out one or more orders. A unit that has finished carrying out its orders is referred to as 'activated' and cannot (unless given over-watch orders**) be used again in the current game turn.

** Shocked units, i.e. those that have a shocked counter by them, cannot be activated. Such units are being forced to miss their turn, often as a result of taking enemy fire during the previous turn.*

*** Units on over-watch may reactivate later in the game turn in response to enemy activity. There's more on this shortly.*

ORDERS

There are four possible orders a unit can carry out, these are: Over-watch, Move, Shoot and Assault.

When activated a unit can carry out either an over-watch order, or a combination of move, shoot and assault orders. Some situations, such as being involved in an ongoing close combat from the previous turn, prevent a unit carrying out certain orders, and there's more on this shortly.

INITIATIVE - WHO GOES FIRST

Before anybody gets to activate any of his or her units you need to decide who goes first. All players should roll 1d10 and the player that gets the highest score wins the initiative. The winner can then go first or nominate one of the other players to go first. In this way the winner can seize the moment and get into action or wait and see what his opponents do.

ORDER OF PLAY

Play alternates between players, one unit at a time. Once the first player has been decided, and they have activated one of their units, then

that units turn is over. Play then passes to their opponent, who then activates one of their units. At the completion of that units turn, play then passes back to the first player. This process continues until all of the units on the tabletop have been activated. In multi-player games play passes clockwise around the table from the first player to the next, and so on.

ACTIVATION AND ORDER PRIORITY

The stage during a game turn at which a unit becomes eligible for activation depends on the orders you wish it to carry out. Over-watch has a higher priority than move, shoot and assault, so it always takes precedence. All units that will be carrying out over-watch orders must be activated and complete their turns, before any units that will be carrying out move, shoot and assault orders can be activated.

STAGE 1: Over-watch

STAGE 2: Move, Shoot and Assault

During both stages of the game turn the 'first player', as decided by the initiative roll earlier, is the first to make one of their units carry out its orders.

Only after stage 1 has ended, that is, once both players have decided that no more of their units will be carrying out over-watch orders, can the first player opt to have one of their units carry out move, shoot and assault orders.

OVER-WATCH ORDERS

A unit with over-watch orders can be thought of as being in a state of suspended activation. Subsequent enemy action in the current game turn may trigger it into activity. In effect, the unit is waiting to see what the enemy does, holding itself poised ready to react enemy action. Its main purpose is to use its firepower to disrupt the actions of enemy units. When you give one of your units over-watch orders place an over-watch counter by it to remind you of its status.

The ways units on over-watch can attempt to react to enemy action are detailed later, for example in the Shooting section. Also the following limitations apply.

- A unit that is in base contact or close combat with an enemy unit cannot be given this order; it can only be given assault orders.
- A unit with any enemy units in LOS* and short range** cannot be given this order.

** LOS is short for 'line of sight'. A model with an unobstructed view of another model is said to have LOS to it. This is very important when it comes to shooting, and it's covered in more depth in the Shooting section later.*

*** For game purposes we've split weapon ranges into five 'range bands'. These are 'Close Combat' (base contact), 'Short' (up to 12 inches), 'Medium' (beyond 12 and up to 24 inches), 'Long' (beyond 24 and up to 36 inches) and 'Extreme' (beyond 36 and up to 48 inches). There's more on this in the Weapons section.*

MOVE / SHOOT / ASSAULT ORDER SEQUENCE

When activated, and assuming its circumstances allow it, a unit can carry out all three of these orders before ending its turn. For example it might move closer to an enemy unit in order to shorten the range, then shoot at it, and finally charge into contact with an assault order.

Move, shoot and assault orders must be carried out in a set sequence, as shown below. Any models that do something in a particular part of the sequence (e.g. move) must complete their activity, before the unit can move on to the next part of the sequence. Units don't have to do anything in a particular part of the sequence; indeed in many cases their circumstances will prevent it. For example a unit in cover behind a wall might well decide not to move, then it might shoot at an enemy unit and end its turn at that point, opting not to risk an assault.

1. Move
2. Shoot
3. Assault

Units act as a team when they carry out their orders. As long as at least one model in a unit carries out an order in a particular part of the sequence (e.g. move or shoot), then, when they've completed that order, all the other models in the unit are assumed to have carried it out too. Regardless of whether they actually did.

MOVE: A unit carrying out a move order can make either a 'normal' move or a 'rush'. If a unit is already in base contact with an enemy unit it cannot be given this order, instead go directly to assault. Otherwise the following rules apply. You'll find more on movement in its own section later.

- A normal move allows the unit to move a distance up to its MV stat in inches.
- A rush allows the unit to move up to double its MV stat in inches. Completing a rush order ends the unit's turn, so place an activated counter beside it. Play then passes to the next player.

SHOOT: As you'd expect, a unit carrying out shoot orders can shoot at an eligible enemy unit. If a unit is already in base contact with an enemy unit it cannot be given this order, instead go directly to assault. You'll find more on shooting in its own section later.

Assault: Assault is the only order that a unit with models in base contact with an enemy unit can be given. A unit in this situation must be given this order. Other units given this order will attempt to get into base contact with an enemy unit to fight them hand-to-hand in close combat. There are three possible courses of action for a unit carrying out an assault order. They are as follows:

- A unit containing models that are already in base contact with models in an enemy unit must move more models into contact if possible. Then it must fight a close combat.

- Alternatively, a unit containing models that are already in base contact with models in an enemy unit can attempt to break off from close combat. If unsuccessful it must proceed as above.
- Other units, that is, those containing no models already in contact with the enemy, must charge into base contact with an enemy unit, and then fight a close combat.

Charging into contact, breaking off and all the other aspects of hand-to-hand fighting are covered in detail in the Close Combat section later.

ENDING THE GAME TURN

Once all units on the tabletop have been activated the activation phase is finished and the current game turn is over. The next game turn begins with a new marker phase and the whole process is repeated.

Players can measure distances at any time during their turn. When measuring distances from unit to unit, for example to see if you can charge or shoot, measure from the nearest edge of your models base to the nearest edge of the enemy models base. If a model doesn't have a base, for example if it's a vehicle or larger monster, then measure from the nearest point of its hull or body.

SUMMARY OF GAME TURN SEQUENCE

MARKER PHASE

- Remove activated and over-watch counters
- Remove shock counters (one per unit)
- Remove miscellaneous effect markers

ACTIVATION PHASE

- Roll for initiative

Then (unless shocked):

- Activate Over-watch
- Activate Move / Shoot / Assault

COMMAND CHECKS

Although your troops will do their best to carry out their orders, they are sometimes fallible. Their concentration can lapse; they can be surprised by incoming fire, an enemy charge, or other unexpected events. Your troops' training, determination and speed of reaction, as represented by their command (CD) stat, will often be a major factor in deciding whether or not they are successful in a particular course of action. In these cases a 'command check' will determine the outcome.

There are a variety of situations that may require a command check, one of the most common being when a unit is attempting to react to the activities of an enemy unit, for example if the unit has over-watch orders. Another common situation is when you wish a unit to shoot at a target other than its priority target. The specifics of when to make a command check depend on the particular situation, and this is all detailed later in the relevant sections, for example those on shooting and close combat etc.

MAKING A COMMAND CHECK

Units make command checks as a group. To determine whether a unit passes the check roll one dice referring to the highest command (CD) stat of the models in the unit. The Command Table shows the minimum d10 score needed to pass, and the following applies.

- If the command check is passed the unit can act appropriately to its situation. If the check is failed its circumstances will dictate the resulting penalties, if any. The results of passing or failing a command check are detailed later, where relevant, in the sections on shooting, combat etc.

COMMAND TABLE

CD	1	2	3	4	5	6	7	8	9	10
Pass	9+	8+	7+	6+	5+	4+	3+	2+	2+	2+

MORALE

Your troops will do their best to destroy the enemy, but they are only flesh and blood, and there are some situations that are so threatening or dangerous that a unit may lose its nerve. At times like these you will have to check to see how the unit reacts, and its training, determination and bravery, as represented by its command (CD) stat will influence the result. There are two types of check that a unit may have to make; these are the 'morale check' and the 'rally check'. These checks are detailed below.

MORALE CHECKS

Units that perceive themselves to be in very threatening or dangerous situations must make a morale check. Suffering a high number of casualties, losing a close combat, or taking serious damage, might cause them to lose their nerve or become demoralised.

A unit can only ever be forced to make one morale check during any particular active unit's turn, and it should make the check at the completion of the active unit's turn. The circumstances when a unit must make a morale check are as follows.

- **ALL UNITS:** Check if they have just lost a close combat. See later in the section on close combat for details.
- **SQUADS:** Check when the number of squad members falls to 50% of the number they started the game with, unless they are currently in close combat. Then check for each subsequent casualty they suffer, except those suffered in close combat.
- **INDIVIDUALS:** Check when their wounds (W) drop to 50% of the number they started the game with, unless they are currently in close combat. Then check for each subsequent wound they suffer, except those suffered in close combat.

SOLE SURVIVORS

Squads that have suffered such heavy casualties that there is only one member left are likely to rapidly lose interest in fighting on. When this is the case, and if the model has only one wound remaining, then in addition to the normal morale check rules mentioned above, the following applies.

- **SOLE SURVIVOR:** Make a morale check as soon as the model is activated, before it carries out any orders.

MAKING A MORALE CHECK

As with command checks, units make morale checks as a group. To determine whether a unit passes the check roll one dice referring to the highest command (CD) stat of the models in the unit. The Command Table shows the minimum d10 score needed pass. If the check is passed the unit keeps its nerve and can carry on as normal. If the check is failed however, the following rules apply.

SOLE SURVIVORS: The model decides enough is enough and heads for the hills at high speed. It takes no further part in the fighting. Remove the model from the battlefield.

OTHER UNITS: The units nerve has broken and confusion reigns, they are overcome by panic, see below.

PANIC

Panicked units have lost their nerve, badly affecting their fighting capabilities. Effective shooting is out of the question, and they are barely capable of defending themselves in close combat. Panicked units can regain their nerve by rallying, as described shortly. Until then they suffer the following penalties.

- If not currently engaged in close combat, they can only carry out move orders.
- In close combat they suffer a -2 modifier to their d10 to hit rolls*.

- They cannot disruption shoot* or counter-charge*.

** Rolling to hit, disruption shooting and counter-charging are all detailed later in the sections on shooting and close combat.*

RALLYING

Panic is only a temporary state, panicked troops will eventually be able to pull themselves together, or 'rally'. The chance of successfully rallying is also greatly increased if the panicked unit can put some distance between themselves and the enemy, or even better get out of sight completely. The following applies.

- Panicked units automatically rally when activated if there are no enemy units in LOS within extreme range. Otherwise they must make a 'rally check', see below.

RALLY CHECKS

A unit can make a rally check to try to recover from panic if its situation prevents it from automatically rallying. Rally checks are made in exactly the same way as morale checks as described earlier, referring to the highest command (CD) stat in the unit and the Command Table. A panicked unit can make one rally check each time that it is activated. Make the check as soon as it is activated, before it does anything else. The following rules apply.

- A unit cannot attempt to rally if it is currently in close combat or base contact with an enemy unit.
- If the rally check is passed the unit regains its nerve and can carry out orders as normal. If the check is failed the unit continues in a state of panic.

RALLY CHECK MODIFIERS

The close proximity of enemy units make panicked units considerably more nervous, and so less likely to successfully rally. Likewise if there are no enemies nearby the chance of success

will be increased. The following modifiers apply to the rally check dice roll. The modifiers are not cumulative, use only the best one.

- -3 if there are any enemy units within 6 inches and LOS.
- -2 if there are any enemy units within short range and LOS.
- -1 if there are any enemy units within medium range and LOS.
- + 1 if the only enemy units in LOS are at extreme range.

MOVEMENT

Most models involved in your battles will be normal models, either travelling on foot, or by a mode of propulsion with broadly similar manoeuvrability, and that's what we'll cover here. Some very large or cumbersome models may have slightly different movement rules, but any differences or limitations will be described elsewhere, for example in their profile.

Most of the time, when your models move it will be because they are carrying out move orders. As mentioned in the game turns section, there are two types of move possible to models carrying out a move order: a normal move and a rush. A normal move allows the unit to move a distance up to its MV stat in inches. A rush allows the unit to move up to double its MV stat in inches. Irrespective of which type of move the unit is making the following rules apply to their movement.

- Models may not approach within 1 inch of an enemy model.
- Models may move any distance up to the maximum allowed for the type of move, i.e. normal or rush.
- Models may turn by any amount you wish; there is no penalty for turning.

In addition to a normal move and a rush, there are other kinds of move that are possible, for example: charge, counter-charge, break off and evade moves. These aren't made with move orders; instead they're made when carrying out assault orders or as a response to enemy action etc. They're detailed later in the sections on shooting and combat etc, and the rules above apply to them unless otherwise specified.

SQUAD COHESION

Unlike individuals, squads operate as a cohesive team, the various members providing support and encouragement to each other. This is referred to as 'squad cohesion'. If the members of a squad become too separated from one another, the squad as a whole no longer functions as an effective unit. We refer to a squad in this state as having 'broken cohesion', and it suffers severe handicaps.

Check a squads' cohesion when you first activate the unit, before it carries out any orders. The following rules apply.

- When a squad has finished moving all the models in it must form an imaginary chain, the distance between one model and the next being no greater than 2 inches, and the maximum distance between any two models being no greater than 12 inches.
- Squads with members currently engaged in close combat do not have to maintain cohesion. See the section on close combat later. However once they are free of combat they will have to form up again.

BROKEN COHESION

If a unit that is not currently engaged in close combat is split up for some reason and its cohesion broken, for example by taking casualties from enemy fire, the following rule applies.

- The unit cannot carry out over-watch, shoot or assault orders until the squads' cohesion is restored.

Examples of unit cohesion



MOVEMENT AND TERRAIN

As discussed in the section on setting up the battlefield earlier, terrain can come in a wide variety of different kinds, however for game purposes all of them must fall into one of three general categories, that is, normal, rough or impassable. The effects on a units movement depend on which category the terrain they wish to cross falls into, as shown below.

NORMAL: Models moving through this suffer no penalties or other effects.

ROUGH: Models count move distances through or over this type of terrain as double the actual distance travelled. For example a model moving through a one-inch strip of rubble or thick tangled bushes would treat the distance travelled as two inches.

IMPASSABLE: As you'd expect, this type of terrain cannot be moved through at all unless the model has special equipment or training. This would be shown in the models profile.



SHOOTING

Shooting describes all kinds of ranged combat attacks, from standard gauss rifles, auto pistols and blasters, to high powered plasma weaponry and missiles, it also includes thrown weapons like grenades and even rocks.

Units that are carrying out shoot orders will do most of the shooting during your games. The only exception to this is when a unit attempts a 'disruption shot' in response to the actions of an enemy unit. This is detailed later in this section.

When they shoot, most models fire one shot at a single target enemy model. Some models may have weapons or skills that allow them to fire more than one shot, however even if this is the case, they cannot normally split their fire between target models. Additionally some models may be equipped with two weapons, for example a rifle and a pistol, in this case choose whichever one you prefer to take the shot with.

LINE OF SIGHT

In order for one model to take a shot at another model it must have an unobstructed view of it. This is called having 'line of sight' (LOS) to the target. A model doesn't have to be facing towards another model in order to have LOS to it; as mentioned earlier in the section on models facings, models can see all around them, and in most cases can turn freely in order to take a shot.

Intervening terrain or models can block LOS so sometimes it can be difficult to tell whether one model has LOS to another. In cases like this try to get down to the models eye level, or take a straight line (e.g. the edge of a retractable steel measuring tape or a piece of string) from any point on your model to any point on the target model. Some common sense is required here. Models come in all shapes and sizes, some of them in very active poses etc. Simply being able to see the tip of a models banner, outstretched finger, or unfeasibly tall hairstyle doesn't really count as having a clear LOS.

Where squads are concerned, members of the same squad are assumed to be acting as a team

and making sure they don't block each other's view, so the following rule applies.

- Models in the same squad don't block each other's LOS, that is, they can draw LOS and shoot through each other. All other models however, can block their LOS.

TAKING YOUR SHOTS

Most of the time when a unit shoots, all its members must fire their weapons at the same single target unit, it cannot normally split its fire between target units. Note that there can be exceptions to this, as described shortly under 'Target Selection'.

The sequence to follow when you wish one of your units to carry out shoot orders is shown in order below.

1. Check Range and LOS.
2. Select a Target.
3. Roll to Hit.
4. Allocate Hits.
5. Roll to Damage.

CHECKING RANGE AND LOS

Measure the range to possible target units, checking to make sure that some or all of the models in the shooting unit can draw LOS to some of the enemy models, and that some or all of the members of the enemy unit are in range. Models that can't draw a clear LOS to the target unit can't shoot, and enemy models that are beyond the range of the shooting units' weapons can't be hit.

Measuring Ranges

As mentioned earlier, there are five 'range bands': 'Close Combat' (base contact), 'Short' (up to 12 inches), 'Medium' (beyond 12 and up to 24 inches), 'Long' (beyond 24 and up to 36 inches) and 'Extreme' (beyond 36 and up to 48 inches). There's more on this in the Weapons section.

When measuring ranges from model to model, measure from the nearest edge of one models base to the nearest edge of the other models base. If a model doesn't have a base, for example if it's a vehicle or larger monster, then measure from the nearest point of its hull or body.

TARGET SELECTION

As its highest priority target, a unit will default to the nearest enemy unit in LOS that is not in close combat with a friendly unit. To troops on the ground the nearest unengaged enemy is always the most threatening, and this is what they'll shoot at unless their normal priorities are overridden.

Your units, and in the case of squads, individual support* models within them, can attempt to ignore their priority target and instead shoot at a different enemy unit of your choice. If you want a unit to do this you must make a command check for it. If the unit is a squad you can make a check for the entire unit, and/or make one for whichever of its support models that you wish. If the check is for an entire unit use the highest CD stat in the unit in the usual way, if it's for an individual support model within a squad use the models own CD stat. The results of the check vary depending on whether the check is for an entire unit or an individual support model, and the rules below apply. Whatever the case, once a target unit has been decided, turn the models in the unit to face their target.

- **ENTIRE UNIT:** If the check is passed the entire unit ignores its priority target, and instead can shoot at any enemy unit of your choice. As usual, all members of the unit must still fire at the same target unit. If the check is failed, then the unit hesitates and is momentarily confused. It cannot carry out its shoot orders this turn.
- **SUPPORT (S) Model:** If the check is passed the model ignores its priority target, and instead can shoot at any enemy unit of your choice, even firing at a different target unit than its fellow squad members if you so wish. If the check is failed, then the model

hesitates and is momentarily confused. It cannot carry out its shoot orders this turn.

** Many squads can contain one or more models that are armed with heavy or specialised weapons that enhance the squads capabilities against particular types of target. Such models are called 'support' models, and they're indicated by a (S) in their force list entry. There's more on this in the force lists.*

COMMAND CHECK MODIFIERS

Experienced and cool-headed units are better at assessing threats than others, and enemy units that are in cover are tougher targets. These affect a units chance of overriding its target priority. The command check d10 modifiers are shown below.

- +2 its priority target is in cover

ROLLING TO HIT

To determine whether the shooting unit hits its target roll a d10 for each shot. Normally each trooper will only get one shot; however certain weapons allow their user to fire more than once, and some heroes, monsters etc are capable of multiple shots. There's more information on this in the weapons section later, and in the force lists, armoury and special rules sections. To keep things simple for now, just assume that each model only fires one shot.

When a unit shoots you can roll the 'to hit' dice one at a time, or all together using different coloured dice to represent different weapons or models. As long as you and your opponent are clear on which rolls are for which weapons it's entirely up to you.

The dice score needed to hit depends on how good a shot the shooter is. The models' shooting stat (SH) indicates this. The Shooting Table shows the d10 score needed to hit the target.

SHOOTING TABLE

SH	1	2	3	4	5	6	7	8	9	10
Pass	9+	8+	7+	6+	5+	4+	3+	2+	2+	2+

SHOOTING MODIFIERS

When shooting, a variety of things can affect a model's chance of scoring a hit. For example, experienced models are more likely to make their shots count, especially against less competent targets. Also, large targets are easier to hit, and if a shooting model moved before taking its shot its accuracy will be affected. All the common situations and circumstances of this sort are detailed below. Note that some models, like Snipers, have special abilities and skills that make them particularly deadly, and these are described in their profiles and special rules etc.

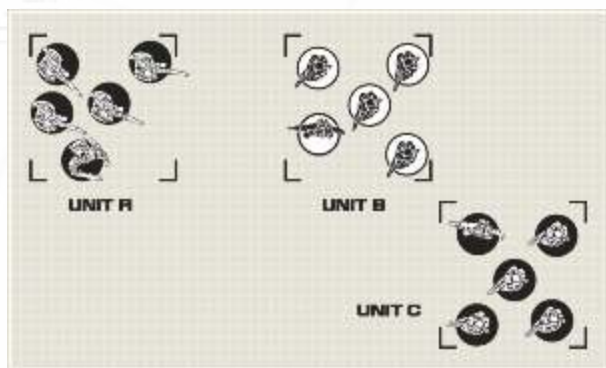
OTHER MODIFIERS

Whether or not the shooting unit moved this turn and the size of the target models being shot at affect the chances of scoring a hit. Also, speculative shots are inherently somewhat

inaccurate, speculative shooting is described later in the section on templates. The 'to hit' dice roll modifiers are shown below.

- -1 Shooting unit carried out a move order
- -1 Size 1 target
- +1 Size 4-5 target
- +2 Size 6-7 target
- +3 Size 8-9 target
- -1 Speculative Shot (see later)

If a target unit contains models of varying sizes, use the modifier for whichever size of model within LOS is most numerous. If there are an equal number of different sized models within LOS, use the modifier for the largest size that is present.

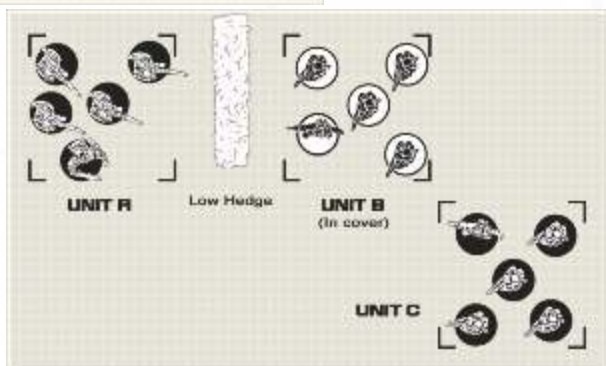


TARGET SELECTION EXAMPLE 1

Unit A has a clear LOS to both units B and C. However, unit B is the default target priority since it is closer. In order for unit A to target unit C it would have to make a successful command check.

TARGET SELECTION EXAMPLE 2

Unit A has a clear LOS to both units B and C. Unit B is still the default target priority since it is closer. In order for unit A to target unit C it would still have to make a successful command check, however it receives +2 bonus since its default target priority is in cover.

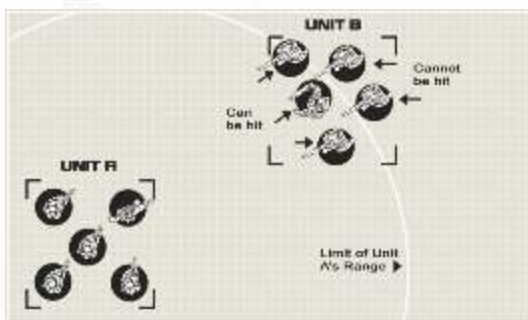
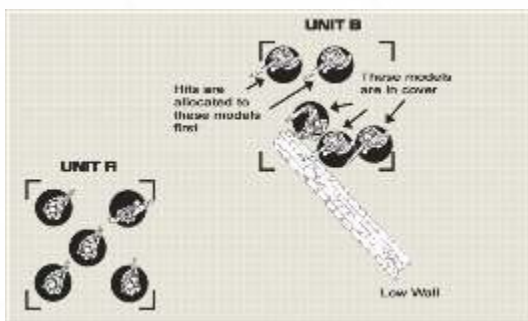
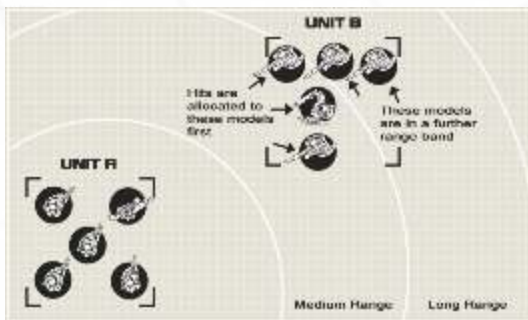


ALLOCATING HITS

When your units carry out shoot orders they do so to the best of their ability. However you do not get to choose the specific models that are hit. The troops in your units are not telepathically linked to you as their commander, and may have their own reasons for shooting at particular models in the target unit.

To simulate this, and to prevent unscrupulous players constantly targeting the leaders and support models in squads, once the number of hits has been determined; the owner of the target unit allocates them amongst the units members. When allocating hits among models the following rules apply.

- Hits must be distributed evenly among valid models. That is, those that are in range of the shooters, and that have LOS to the shooting unit (remember, members of the same squad don't block each others LOS, so there's nothing to stop you allocating hits to models in the rear ranks). Allocate one hit to each; if there are more hits than valid models allocate one hit each, then start over again, allocating a second hit to each and so on.
- If valid models in a target unit fall into two or more of a weapons range bands*, distribute hits among those in the shortest range band first, once they all have one hit each, move on to the next range band and so on.
- If there are some valid models in cover, and some outside, allocate hits to those outside cover first, once they all have one hit each, move on to those in cover. See later in this section for an explanation of terrain and cover.



* As mentioned earlier, the five range bands are: CC (close combat), Short, Medium, Long and Extreme. See later in the section on weapons.

ROLLING TO DAMAGE

Just because a shot hits its target does not mean that the target is taken out of action. Not all hits cause damage to their target. Even if your shot does damage, many creatures and machines can absorb quite a bit of punishment before being destroyed or rendered inoperative. The more powerful the weapon that hits the target, the more chance of the hit causing damage. Similarly, the tougher the target is, the more chance it has of surviving a hit unscathed.

Normally, to determine whether hits cause damage you roll 1d10 for each hit. It's worth noting though that some exceptionally powerful weapons enable you to roll 2d10 or more per hit.

To determine whether a hit causes damage to its target you need to compare the damage (Dam) stat of the weapon with the toughness (T) stat of the target. Don't worry about specifics just now, but as an example the standard marine issue Gauss Rifle has a Dam of 5.

In order to discover the chance of damage being caused you need to refer to the Damage Table below. Cross-reference the damage (Dam) of the weapon with the toughness (T) of the target. The number shown where they intersect indicates the d10 score needed to cause damage.

DAM	TARGETS TOUGHNESS (T)									
	1	2	3	4	5	6	7	8	9	10
1	6+	7+	8+	9+	10+	10+	10+	10+	10+	10+
2	5+	6+	7+	8+	9+	10+	10+	10+	10+	10+
3	4+	5+	6+	7+	8+	9+	10+	10+	10+	10+
4	3+	4+	5+	6+	7+	8+	9+	10+	10+	10+
5	2+	3+	4+	5+	6+	7+	8+	9+	10+	10+
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10+
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

DAMAGE AND CASUALTIES

Each successful damage roll inflicts one wound on the target model. The number of wounds a model can absorb before being killed or incapacitated is indicated by their wounds (W) stat. Most models only have one wound so a single successful damage roll will take them out of action, remove such casualties from the battlefield.

Some particularly resilient or tough models, for example heroes, large monsters and machines, have more than one wound. In such cases the way that wounds are absorbed and models removed as casualties depends on whether the unit is an individual or a squad.

INDIVIDUALS: When an individual suffers a wound deduct it from the models total. Note down the number of wounds it has remaining, or indicate it with a marker beside the model. Once the model loses its last wound it is killed, remove it from the table.

SQUADS: When a squad containing models that have multiple wounds suffers damage remove whole models as casualties, carrying over left over wounds. Note down left over wounds, or indicate them with a marker beside the squad.

***EXAMPLE:** Assume a squad of four models with two wounds each suffers three wounds from incoming fire. One model should be removed as a casualty, and the left over wound noted down or indicated with a counter. If the squad later receives another wound, this will be enough to cause another model to be removed as a casualty.*

SHOCK CHECKS

Even when hits on a unit cause little or no damage they can still affect it adversely by causing 'shock'. Being on the receiving end of incoming fire is not pleasant, and the unit may be distracted or surprised by close misses, ricochets or shots glancing off its armour. A unit's bravery and training, as represented by its command (CD) stat affect the chance of being shocked.

After shooting has been resolved, and any casualties removed, a unit that has taken hits from shooting may have to make a shock check. The following rules apply.

- Whether or not any damage was caused, a unit must make a shock check if it took at least half as many hits as it has total wounds remaining.
- A unit can only ever be forced to take one shock check during any particular active unit's turn. The unit making the check should do so at the completion of the currently active unit's turn.

EXAMPLE: Assume a squad of seven marines was on the receiving end of enemy shooting, and one of them became a casualty. This leaves six surviving marines, so if the squad took at least three hits in total it must now make a shock check.

MAKING A SHOCK CHECK

Just as with command checks, units make shock checks as a group. To determine whether a unit passes, refer to the model with the highest command (CD) in the unit, roll 1d10. The Command Table shows the minimum d10 score needed pass, and the following rules apply.

- If the check is passed the unit is unfazed by the incoming fire and can carry on as normal, if it's failed however, the unit is shocked, see below.

COMMAND TABLE

CD	1	2	3	4	5	6	7	8	9	10
Pass	9+	8+	7+	6+	5+	4+	3+	2+	2+	2+

SHOCK

Shock causes a unit to hesitate and lose concentration. The unit misses a turn, and the way this works depends on whether it has previously been activated, is currently active, or has yet to be activated. The following rules apply.

- A previously activated unit loses its next turn; so cannot be activated during the following game turn. Instead it will count as having completed its turn, place two shock counters by the unit.
- An active unit is stopped in its tracks; its turn is ended without completing its current orders. As above, it also loses its next turn, place two shock counters by the unit.
- An inactivated unit counts as having been activated and completed its turn. It can be activated as normal during the following turn. Place one shock counter by the model.
- A unit that is currently suffering from shock cannot be shocked again. There's no need to make a shock check if it takes more hits.

SHOCK COUNTERS

Shock counters perform two game functions. They are a reminder that a unit is suffering from shock, so cannot be shocked again. And the presence of a second shock counter indicates that a unit will lose its next turn. The following rules apply.

- In the marker phase of each game turn, remove one shock counter from each of your shocked units. If a unit has two counters beside it, leave the second one in place.
- In the activation phase of a game turn, any units that still have a shock counter by them are not eligible for activation, so cannot carry out any orders. They miss their turn.

DISRUPTION SHOOTING

Disruption shooting can be attempted by a unit on over-watch in reaction to certain types of enemy activity. Such a unit is in a state of readiness, and if it spots an enemy unit moving or shooting, it can try to disrupt or even pre-empt its actions. The following rules apply.

- When an enemy unit carries out move or shoot orders, so long as it is within range and LOS, one unit on over-watch can make a command check in order to shoot at it. In a multi player game, if two or more players wish to attempt a shot against the same unit, then each of them should roll 1d10. The high scorer gets to make the attempt. The other players' units don't react quickly enough so don't attempt a shot. They remain on over-watch.
- The command check can be made before, during, or after the enemy units movement, or before or after its shooting has been completed. The units player must halt their turn at the request of the player making the check so that it can be made, and any resulting disruption shooting resolved. Under no circumstances can a check interrupt dice rolls or their resulting effects.
- If the command check is passed play passes temporarily to the reacting units player. Turn the models to face their target and work out the shooting and its results as normal.
- Regardless of the checks result, and once any shooting has been resolved; the reacting unit counts as having been activated and completed its turn. If the opposing unit survived, play then passes back to its player in order to complete its turn. No more attempts at disruption are allowed.
- A disruption shot cannot be attempted in reaction to the activities of an enemy unit that is itself reacting.

COMMAND CHECK MODIFIERS

A units chance of success when attempting a disruption shot is affected by the quality of its observational skills and the range to the enemy model. Experienced and competent troops are better at forecasting possible enemy activity, while at longer distances the chance of noticing the enemy activity is reduced. The command check d10 modifier is shown below:

- -1 per range band beyond short

TEMPLATES

Some weapons when fired affect large areas rather than just individual models. They differ from normal weapons in that a template helps determine which models are hit, and a missed shot can still cause hits, though not necessarily on the intended target. Flame-throwers and grenade launchers are examples of such weapons, they can be quite powerful, and are often carried by support troopers within a squad.

There are two types of template, 'directly placed' and 'ranged', as described below. For more information on these and other weapons see the weapons section later.

DIRECTLY PLACED TEMPLATES

Directly placed template weapons usually use a teardrop shaped template. They are very short ranged, and affect all models within the area of effect indiscriminately. A flame-thrower is an example of this kind of weapon.

When one of your models fires one of these weapons, select a target model and place the template so the narrow end is touching the front face of the firing model, and the rest is covering the target and any other models you wish to hit. This shows the firing models intended target area. Then roll to hit as normal, if a hit is scored all models covered or partially covered by the template take a hit. Make damage rolls for them as normal.

If the shot misses however, it could still affect an area to either side of the intended one, perhaps hitting other models. Leaving the template in place, roll 1d10 so that it lands as close as possible to the template, and the following rules apply.

- If the dice shows an odd number on its upper face, the shot misses completely and has no further effect. The weapon may have misfired, or the firing models aim may have been so wildly out that it fired well short of the targets or completely over their heads.
- If an even number shows, the shot deviates and affects an area beside the intended one, either to the left or right. If the upper face of the dice indicates left, flip the template so that it lies to the left of, and directly adjacent to, the intended target area. Likewise if the upper face indicates right, flip the template right. Any models covered or partially covered by the template take a hit. Make damage rolls for them as normal.

RANGED TEMPLATES

Ranged template weapons normally use a circular template, and they can be effective at quite long ranges. Examples of this kind of weapon are grenades, grenade launchers, mortars and howitzers.

Explosions caused by weapons like these are very dangerous to anyone standing close to the centre of the blast. If you take a look at one of the circular templates you'll see that it's shaped like a flat ring with a large central hole. The more dangerous inner blast area is represented by the central hole, and the outer ring represents the less dangerous outer blast area. Models caught in the inner area are at much greater risk than those caught in the outer one.

When one of your models fires one of these weapons roll to hit as normal. If a hit is scored both you and the target units' player should roll 1d10, and the high scorer gets to allocate the hit on the target unit. Then with the aid of the targeting guides printed on its outer ring, centre

the template on the target model. All models covered or partially covered are hit, and the following rule applies.

- All models fully or partially covered by the inner blast area of the template take a hit at the full strength shown in the weapons profile. All those untouched by the inner area, but at least partially covered by the outer blast area take a hit at half the strength shown in the weapons profile, rounding down. For example if the weapon profile shows DAM 5, the model takes a DAM 2 hit.

If a ranged template weapon misses it could still affect an area somewhere nearby, although not the one intended. For this reason it's important to determine whether it still poses a threat, and if so where it lands, as it might hit other models. Use the following procedure to find out where it goes.

1. The target units' player nominates one of the models in it to act as the initial target model for the shot, following the same rules as for allocating a normal shooting hit.

2. Roll 1d10 so that it lands as close as possible to the nominated target model. If the dice shows an odd number on its upper face, the shot misses completely and has no further effect. It may have been a dud, disappeared over the horizon, or landed in an unoccupied area of the battlefield. However if an even number shows, it lands nearby, deviating from the model in the direction indicated by the upper face of the dice.

3. To determine how far a shot deviates roll 1d10 per range band to the target model, excluding the CC band. For example if the target is in short range roll 1d10, if in medium range 2d10 and so on. Total the d10 scores and divide the result by two; this gives the distance in inches that the shot deviates. Regardless of the total score the shot cannot deviate by more than half the measured distance between the shooting model and its target.

4. Centre the template on the point where the shot strayed to as generated above. Any models covered or partially covered take hits in the normal way.

SPECULATIVE SHOOTING

Speculative shooting allows a unit to shoot over intervening terrain or other objects that lie between them and their prospective target. This might involve chucking grenades over a wall or launching mortar shells over a hill. Whatever the case, a unit taking a speculative shot is attempting to land it in an area they cannot see, but that they suspect contains enemies. The following rules apply.

- Speculative shooting is only possible to models equipped with 'indirect fire' ranged template weapons. See the section on weapons later for more details.
- The shooting model does not require LOS to the target model, however the normal rules for selecting a target as detailed earlier still apply.
- Both the shooting model and the target model must be at least half as far from the intervening object as the object is high.
- Speculative shots are inherently fairly inaccurate. Treat the shot as a normal ranged template shot, but with a -1 d10 to hit modifier.

EVADING INCOMING FIRE

Units that are the target of an indirect fire template weapon sometimes get enough warning to attempt to get out of the way. Grenades are relatively slow and often have a delayed fuse, while mortars and the like have a distinctive whistle as they descend towards their target. Inactivated units and those on over-watch can attempt to evade the incoming ordnance. The following rules apply.

- After the hit has been allocated, but before damage rolls are made, the target unit can

make a command check so that it can evade. If the check is failed make damage rolls as normal.

- If the command check is passed play passes temporarily to the evading units player. Mark the position of the model that was allocated the hit. The models in the evading unit can now move a distance up to their MV stat in inches to try to get away from the template effects. Once all of them have been moved, centre the template on the marker and make damage rolls as normal for any models that are covered by it.
- Regardless of the checks' result the target unit counts as having been activated and completed its turn, so can do nothing further in the current game turn. Play then passes back to the original player in order to complete their turn.

SHOOTING INTO A CLOSE COMBAT

Shooting into a close combat that involves one of your own units is not generally a good idea; the chances of hitting your own side are high. However if you don't mind mowing down your own troops here's how to do it. Treat the shooting as you would normally, with the following exceptions.

- The unit you wish to shoot with must make a successful command check in order to do it; your troops are naturally reluctant to endanger their comrades. If the check is failed they don't shoot, and their shoot orders are wasted.
- For the purposes of hit allocation all friendly models in base contact with enemy models count as being part of the target enemy unit.
- If you are shooting with a directly placed template weapon, both you and the target units' player should roll 1d10, and the high scorer gets to select the target model and place the template. Regardless of who places it, the template must at least partially cover the target model. Then roll to hit etc in the usual way.

TERRAIN AND COVER

Some kinds of terrain can provide cover for your troops. Such terrain can interfere with an opponent's ability to harm your models in two ways, it may affect visibility by blocking LOS, and even when models can still be seen, it may offer some protection from damage by conferring a 'cover save'.

The way you treat terrain and cover in your games depends on how the terrain is represented on your playing area. As described in the terrain section earlier, things like pieces of machinery or large rocks are 'obstructions', and things like patches of ruins or wreckage are 'areas'. Obstructions and areas affect visibility and protection in different ways.

VISIBILITY AND LOS

Usually it will be pretty obvious when a hill or an obstruction like a large rock blocks LOS entirely, because you won't be able to see the target model. Areas that represent things like patches of ruins or jungle are different however; they reduce the distance at which models are visible, blocking LOS to models further away.

We suggest that before you start a battle you agree with your opponents how far models can see through the terrain areas you are using. A reasonable distance for dense ruins, wreckage or jungle might be three or four inches, for a more normal area five or six inches, and for a sparser area seven or eight inches. It's entirely up to you. Whatever distance you decide on, troops in these types of terrain will become more difficult to see the further they are into the area. For the purposes of the following example we will assume that we are talking about an area of ruins with a visibility of five inches. Use it as a guide for all areas of this type. The following rules apply.

- Models inside the area, and within five inches of the edge of the area can see and be seen by models outside that edge of the area.

- Models inside the area can see and be seen by other models inside the area that are within five inches.
- Models outside the area on one side cannot see through the area to models that are outside the area on the other side, no matter how narrow the area is.

COVER SAVES

Cover saves are provided by terrain that is fairly substantial and partially obscures your troops from view. Your troops can still be seen by the enemy and can therefore be targeted, however the obstruction they are behind or the area they are within may absorb some damage and offer them protection. For example, if a trooper is firing from behind a piece of machinery, or from inside some ruins, he can still be seen and shot at, but some of the bullets destined for him could end up embedding themselves in the cover instead, leaving him unharmed.

Models gain cover saves from obstructions and areas in different ways, and these are described below. However the following rule applies to both types of cover.

- If a model in cover receives wounds it may gain a cover save. If a cover save is gained, roll 1d10 per wound, if the save succeeds the wound is ignored and the model suffers no harm.

Obstructions

An obstruction, like a large rock or wall for example, can provide cover to a model that is being shot at from the other side. Only models that are actively attempting to use terrain for protection can gain the full benefits of any possible cover, a nearby obstruction that just happens to partly obscure a target model provides less protection. The following rules apply.

- A model that is in contact with an obstruction gains the full benefits of any cover save conferred by it.

- A model that is within 1 inch, but not in contact with an obstruction, and that is closer to the obstruction than the shooting model, gains a cover save if one is conferred, but with a -1 penalty to the d10 cover save roll.
- A model that is more than 1 inch away from an obstruction, or that is within 1 inch, but is further away from the obstruction than the shooting model, does not gain a cover save.

When a model is using an obstruction for cover, the proportion of the target model that is visible to the shooting model, and the obstructions solidity, determine whether any protection is provided, and if so how much. The following rule applies.

- If at least half of the target model is obscured by the obstruction it gains a cover save, if not the obstruction provides no protection. See the Obstruction Cover Table below for the d10 score required for a successful save.

OBSTRUCTION COVER TABLE

OBSTRUCTION SOLIDITY		COVER SAVE
Flimsy	Individual crates, ammo boxes, wooden fences, furniture, light wooden or plastic doors and walls etc.	9+
Solid	Stone, concrete or metal walls, rocks, bits of machinery, oil drums, large trees etc.	7+
Fortified / Armoured	This represents military grade armoured weapon slits etc that obscure almost all of a model, otherwise treat the cover as Solid.	5+

AREAS

When a model is taking cover in a terrain area, the quantity, the size, and the solidity of the material contained within the area, determine whether any protection is provided, and if so how much. The Area Cover Table below gives examples and shows the d10 score required for a successful cover save.

VARIATIONS ON COVER

We've tried to keep the terrain and cover rules as simple as possible and still allow for interesting tactical play. The rules above should cater for the vast majority of situations in your games, but due to the huge variety of different terrain types that are possible it's difficult to foresee every eventuality. Also, if you're playing a scenario of your own design, you might want to introduce particular types of cover that we've not identified. If you use the rules we've provided as guidelines you should have no problems sorting out any odd situations that come up, and they're a good starting point for anything new you might want to introduce.

NONE (NO COVER SAVE): Areas of scattered bits of lightweight furniture, sparse or broken up bits of crates and boxes, thick smoke or fumes, scrub vegetation, bushes etc. In general this represents any area that contains no substantial pieces of solid material that could protect an occupying model.

PARTIAL (10+): Areas of wrecked wooden or prefab buildings, intact heavy furniture, intact or larger and more crowded crates and similar containers, open woodland etc. In general this represents any area that contains fairly substantial pieces of reasonably solid material that could protect an occupying model.

SUBSTANTIAL (8+): Areas of ruined stone or concrete buildings, wrecked factories, the wreckage of a large spacecraft, forests or jungles etc. In general this represents any area that contains substantial pieces of very solid material that could protect an occupying model.

WEAPONS

The variety of weapons available in the universe is vast. Human technologies have developed a wide array of weapons ranging from the common autopistol and the standard issue marine gauss rifle to the high-energy laser pulse rifle and the brutally effective rotary mass driver. The exotic Koralon race wields strange symbiotic blades and powerful staves that seem to resonate with the forces that bind the dimensions. This section describes the powers and abilities of the weapons that your troops bear into battle.

WEAPON PROFILES

A weapons profile contains all the information needed to use it in the game. The profile shows how a weapon performs on the battlefield. They represent weapons strengths and weaknesses with a set of statistics that define how accurate and powerful the weapons are. You'll find profiles for all the weapons your troops can use in the armoury list towards the back of this book. Weapon profiles are all presented in the same basic format (see the sample profile below).

GAUSS CARBINE

CC		Short		Med		Long		Ext	
HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM
0	5	+1	5	-1	4	-	-	-	-
TYPE									
1 handed									

THE WEAPON STAT LINE

A weapons stat line is a row of characteristics that show the weapons capabilities at a variety of ranges from their target. For game purposes we have split weapon range into five 'range bands'. The five range bands are CC, Short, Medium, Long and Extreme.

CC: This shows the weapons capabilities when the model using it is in base contact with an enemy model and is fighting hand to hand in close combat. If there's no entry in this part of a weapons stat line it means that it's pretty much useless in close combat, and the bearer will have

to fight with a different weapon if he's got one, or use it as an 'improvised weapon', as listed in the armoury later.

SHORT: This shows the weapons capabilities when the model using it is shooting at an enemy model at distances of up to 12 inches (short range).

MEDIUM: This shows the weapons capabilities when the model using it is shooting at an enemy model at distances beyond 12 inches and up to 24 inches (medium range).

LONG: This shows the weapons capabilities when the model using it is shooting at an enemy model at distances beyond 24 inches and up to 36 inches (long range).

EXTREME: This shows the weapons capabilities when the model using it is shooting at an enemy model at distances beyond 36 inches and up to 48 inches (extreme range).

WEAPON CAPABILITIES

Weapons come in a vast array of different shapes and sizes, from small pistols to heavy chain guns and rocket launchers. Some weapons are particularly accurate or rapid firing, while others can inflict terrible damage. A weapons capabilities within a particular range band are shown in two columns: 'To Hit' and 'Dam'. If a weapon has no entry in these columns for a particular range band, then the weapon has no capability at that range and the bearer must use a different weapon if he has one.

To Hit: This shows how accurate the weapon is, and how many hits it is capable of inflicting.

- The accuracy of a weapon is expressed as a modifier e.g. +1, -1 etc. This modifies the d10 'to hit' roll of the user when attempting to hit an enemy model.
- If a weapon is capable of inflicting more than one hit this is expressed as a number in brackets e.g. (x2), (x3) etc. This shows

the number of d10s the user should roll when attempting to hit an enemy model. Each successful roll scores one hit.

DAM: This shows how powerful a hit scored with the weapon is, and how many wounds a successful hit can inflict.

- If the weapon is a firearm or such like, its power is normally expressed as a number e.g. 4, 6 etc. High numbers indicate a more powerful weapon. This is compared to a targets toughness to determine whether damage is caused.
- If the weapon is a melee weapon of some kind, its power is normally indicated as a modifier to the users strength e.g. ST+1, ST+2 etc. This modifies the d10 'damage' roll of the user when determining whether damage is caused.
- If the weapon is capable of inflicting more than one wound with a successful hit, this is expressed as a number in brackets e.g. (x2), (x3) etc. This shows the number of d10s the user should roll when determining whether damage is caused. Each successful roll causes one wound.

WEAPON TYPE AND SPECIAL RULES

A weapons type and special rules provide all the other information you will need to enable your troops to perform at their best in battle. The various types are as shown below, special rules cover unique capabilities and modes of operation.

ONE-HANDED: One-handed weapons are relatively light low powered weapons; troops can use one in each hand to gain a bonus in close combat.

TWO-HANDED: These weapons require two hands to use them; gauss rifles and the like fall into this type. They tend to be more accurate and longer ranged than one-handed weapons, but less useful in close combat.

MOUNTED: Mounted weapons are those that are fitted to vehicles, powered battle-suits or AI weapons platforms like androsynths. Such

weapons are usually too heavy to be carried by normal troops, or have prohibitively large power requirements.

ARMOUR PIERCING: These weapons are primarily designed for use against vehicles and other large heavily armoured targets. They tend to be inaccurate when used against small targets. A weapon of this type will be stated as being 'Armour Piercing 5', or 'Armour Piercing 7' etc. The number is a negative modifier to the d10 'heavy armour save' dice roll conferred by the 'heavy armour' special rule, e.g. armour piercing 5, deducts 5 from the d10 saving roll.

INCENDIARY: Incendiary weapons envelop their targets in liquid fire that continues to burn and cause damage. When rolling to damage a model that has been hit by an incendiary weapon, a successful damage roll allows a subsequent roll, if this too is successful another can be made. This goes on until a damage roll is failed, at which point the flames go out, and no more rolls are made.

INDIRECT FIRE: The rounds from weapons of this type are fired upwards in a high arcing trajectory, and descend on their target from above. Because of this a direct line of sight to the target is not always required. They are often useful for probing suspected enemy positions and flushing out dug in troops.

MELEE: Melee weapons are used to physically hit the enemy. This is the most basic type of weapon. Knives, blades, claws and teeth are all melee weapons.

TEMPLATE: These are area effect weapons. Instead causing hits in the normal way, a template is used to determine the models that are hit by a firing unit. They cannot usually be used in close combat.

LIGHT & HEAVY SUPPORT WEAPONS

Some weapons are far too heavy or complex to be controlled by only one operator, and we class such weapons as either 'light' or 'heavy' support weapons. Examples of light support weapons are tripod or bipod mounted heavy machine guns,

and light mortars. Heavy support weapons include things like wheeled rocket launchers, and similar man portable light artillery pieces.

The main difference between support weapons of either type and any other weapon, is that they require a minimum two man 'weapon team' to operate them. The rules for weapon teams and their operation are fully described under the Weapon Team special rule (see later). In addition to that, the following rule applies to both types of weapon.

- Light and heavy support weapons cannot carry out move orders and shoot orders in the same turn. They can only carry out one or the other.

HEAVY SUPPORT WEAPONS

Due to their large size and weight heavy support weapons cannot be moved or turned as quickly as light ones, and the following rules also apply.

- **RUSHING:** Weapon teams deduct 2 inches from the total distance moved when rushing with a heavy support weapon.
- **FRONT FACING:** Heavy support weapons have a restricted front facing, limited to a 45-degree arc to their front. If they wish to target a model that lies outside this arc, the weapon team must carry out a move order to physically turn the weapon. Use the supplied fire arc template to help determine whether or not possible targets are within the weapons fire arc.
- **TARGET SELECTION:** If your heavy support weapons normal priority target (the

nearest enemy in LOS) lies outside its front facing, you can instead choose the nearest enemy in LOS that's inside its front facing to be its priority target.



CLOSE COMBAT

Close combat includes all kinds of close up and hand to hand fighting. Combatants may be using melee weapons like combat knives or other blades, fighting with natural weapons like teeth or claws, or dodging about taking snapshots with firearms.

As mentioned earlier in the sections on activation and orders, only units that are carrying out assault orders can initiate or continue a close combat. It's the only order that enables your models to move into contact with, fight against, or move out of contact with enemy models. Whether a unit is trying to start a new close combat, continue an ongoing one, or trying to get out of one, the sequence to follow is shown in order below.

1. Attacker: Make an Assault Move
2. Defender: Attempt a Counter-charge*
3. Fight the Combat
4. Determine Combat Results

** At the defenders choice, and only in certain circumstances. This is fully explained shortly, after the section on assault moves.*

ASSAULT MOVES

There are three possible types of assault move that a unit can make. Dependent on its situation it can either make a 'charge', a 'close' or a 'break off'. A charge enables it to move into contact with the enemy in order to fight a close combat, if already engaged in an ongoing close combat from the previous turn, a close enables more of its models to move into contact, and a break off allows it to try to get out of close combat.

CHARGING

A unit with assault orders that is not currently in base contact with an enemy unit must make a charge move if possible. A charging unit moves forward as fast as it can in order to contact a single target enemy unit, and engage it in close combat.

There are two parts to a charge move. The first is the 'charge to contact', during which all the models in the charging unit must try to get into contact with the enemy. Assuming that at least one of the chargers manages to make contact, this is then followed by a move to 'consolidate'. This allows any remaining unengaged chargers to either move into contact, or to a position of advantage. Models can move further when charging to contact than when consolidating, see below.

- **CHARGE TO CONTACT:** A models move distance is equal to its MV stat in inches, and it must move the maximum distance possible in order to try to contact the enemy.
- **CONSOLIDATE:** A models move distance is equal to half its MV stat in inches, and it can move any or all of this distance at your choice.

When you wish one of your units to charge, first measure the distance between your models and the nearest model in the target enemy unit. If none of them reach it with a charge to contact you can't charge. Leave your unit where it is. However if at least one of your models can reach it the following rules apply.

- **CHARGE TO CONTACT:** Move as many of your models as you can directly into base contact with models in the enemy unit. Start with those closest to the enemy. Attempt to get them into base contact with unengaged models, only doubling up if this is not possible. Models that cannot get into base contact must move as close as they can.
- **CONSOLIDATE:** After all your models have made their charge to contact moves, any that are still unengaged can consolidate. If any can reach a model in the enemy unit they can move into contact, otherwise position them out of contact wherever else you wish. As above, if they move into contact, try to go for unengaged enemies first, only doubling up if this is not possible.

Charging has other benefits besides being the only way a unit can get into contact with an enemy unit. A charging models impetus gives it

an increased chance of getting in the first blow, and an increased chance of hitting its opponent. See the section on combat modifiers later.

CLOSING

A unit that is already in base contact with an enemy unit can either make a close move, or attempt to break off (see below). By closing, a unit opts to continue on in close combat. It also attempts to bring any of its remaining unengaged models into the fray, and the following rules apply.

- Move as many as possible of the units unengaged models directly into base contact with models in the enemy unit. Start with those closest to the enemy. Attempt to get them into base contact with unengaged models, only doubling up if this is not possible. Models that cannot get into base contact must move as close as they can.
- A closing models move distance is equal to its MV stat in inches, and it must move the maximum distance possible in order to try to contact the enemy.

BREAKING OFF

As an alternative to carrying on fighting, a unit that is already in base contact with an enemy unit can instead attempt to make a break off move. A unit attempting this is trying to extricate itself from the close combat, which isn't always easy. The unit must make a successful command check in order to break off, as usual referring to the highest CD in the unit. If the check is failed the unit cannot break off and must make a close move as detailed above instead. Otherwise the following rules apply.

- Move the breaking off unit away from its opponent. A breaking off models move distance is equal to its MV stat.
- Before moving models that are breaking off out of contact, the enemy unit can opt to fight back, just as it would have if the breaking off unit had decided to fight. The usual rules for fighting back apply (see later).

- Units that outsize their opponents are more likely to be able to break off, so gain a bonus to the command check d10 roll. Add +1 per point of Size difference between the smallest model in the unit and the largest model in the opposing unit.

COUNTER-CHARGING

Units that are charged by the enemy are normally at a disadvantage in the ensuing close combat, but by attempting a counter-charge the target unit can try to even the odds. Counter-charging units gain exactly the same close combat bonuses as charging ones do.

To have any chance of reacting quickly enough to make a counter-charge, troops have to be alert and on the look out for approaching enemies. For this reason a counter-charge can only be attempted by units on over-watch, and by inactivated units that haven't previously fought in close combat this turn, and that aren't already engaged in one.

A unit must make a successful command check in order counter-charge, as usual referring to the highest CD in the unit. The following rules apply.

- If the check is failed the units reactions aren't quick enough and it doesn't counter-charge.
- If the check succeeds, then after the charging unit has finished consolidating, attempt to move all remaining unengaged models in the counter-charging unit directly into base contact with models in the charging unit. Start with the closest ones, and attempt to get them into base contact with unengaged models, only doubling up if this is not possible. Models that cannot get into base contact must move as close as they can.
- A counter-charging models move distance is equal to its MV stat in inches, and it must move the maximum distance possible in order to try to contact the enemy.
- Regardless of the checks' result, after the combat has been resolved the unit counts

as having been activated and completed its turn. And it cannot fight back against any subsequent attackers in the current game turn.

FIGHTING THE COMBAT

Before you fight the combat you need to determine which models can fight, which models will be the target of their attacks, and just as importantly, in what order will the models involved attack? If a model can get its attack in before its opponent, it's much more likely to still be standing after the dust has settled.

WHO CAN FIGHT

As you'd expect, the attacking unit can always fight in the combat. And much of the time, though not always, the defending unit will also be able to fight, regardless of whether it has previously been activated or has yet to do something in the current game turn. The following rules apply.

- All attacking models that are in base contact with one or more of the defending units models can fight.
- A defending unit can only fight back against the first enemy unit that attacks it in the current game turn. In which case, all defending models that are in base contact with one or more of the attacking units models can fight. If another unit subsequently attacks it, none of its models can fight back.

NOTE: Unless it attempted a counter-charge, fighting back against an attacker does not prevent a previously inactivated unit from taking its own turn later. During its players turn it can be activated in the usual way. There's a little more on this later, in the section on Combat Results.

STRIKE RANK: WHO STRIKES FIRST

In combats where some models get to attack before their opponents you should work out any hits scored and damage caused by them before any other models get to roll to hit. Models killed

or destroyed by the damage they cause should be removed, and do not get to attack back.

When models attack in close combat, hits are worked out strictly in the following order:

When charging:

- Models with the Strike First special skill who have charged, unless successfully counter charged by a model with the same skill in which case these attacks are worked out at the same time
- Models with the Strike First special skill who have successfully counter charged a model without that skill
- All other models who have charged, unless successfully counter charged in which case these attacks are worked out simultaneously
- All other models

In an already established close combat:

- Models with the strike first skill
- All other models

Any exception to this order will be specifically stated in its own section

ALLOCATING ATTACKS AND HITS

Because models in close combat are in base contact with specific opponents they must allocate their attacks, and therefore successful hits, only to those models. If your model has multiple attacks, and it is in base contact with more than one enemy model, you can spread your attacks between them.

ROLLING TO HIT

To determine whether an attacking model hits its opponent roll a d10 for each of its attacks. Normally each model will only get one attack, however some heroes, powerful monsters and machines get multiple attacks, and certain weapons can cause more than one hit per attack. See the force lists and armoury later for examples.

If a model has multiple attacks, and it's in contact with more than one opponent, roll all the 'to hit' dice that relate to one attack, and roll for the damage caused, before moving on to the next attack. If the first opponent is destroyed, you can then spread an unused attack onto another opponent.

In close combat the more skilful an attacker is the more chance it has of scoring a hit. Similarly, the more skilful a defender is the more chance it has of fending off the attack. A models assault (AS) stat indicates its skill in close combat. Comparing the opposing models close combat skills will determine the chance of a hit.

In order to discover the chance of hitting you need to refer to the Close Combat Table below. Cross-reference the Assault (AS) stat of the attacker with the Assault (AS) stat of its opponent. The number shown where they intersect shows the d10 score needed to get a hit.

ROLLING TO DAMAGE

Just as with shooting, hitting your opponent in close combat doesn't guarantee a kill. The more powerful the weapon, or the creature, that hit the target the more chance of the hit causing damage. Similarly, the tougher the target is, the more chance it has of surviving a hit unscathed.

To determine whether a hit causes damage to its target you need to compare either the damage (Dam) stat of the weapon, or the strength (ST)

of the attacking model, with the toughness (T) stat of the target. Basic weapons like swords or clubs for example, don't have a Dam stat of their own. Instead the strength (ST) of the wielder is used; see the earlier section on weapons for more on this.

In order to discover the chance of damage being caused you need to refer to the Combat Damage Table below. Cross-reference the weapons damage (Dam), or the attacking models strength (ST), with the toughness (T) of the target. The number shown where they intersect shows the d10 score needed to cause damage.

DAMAGE AND CASUALTIES

Just as with shooting, a successful damage roll inflicts one wound on the target model, and casualties are removed in exactly the same way as described in the shooting section earlier.

COMBAT MODIFIERS

In close combat a variety of things can affect a models chance of striking the first blow, and its chance of hitting or causing damage. Experienced models tend to have an advantage, as do those that charged or that have the benefit of defending from behind good solid cover. Some types of weapons and weapon combinations are also particularly useful in close combat, so give their wielders an advantage. All the common situations and circumstances of this sort are detailed below. Note that some models may have special abilities

or skills that make them particularly dangerous in combat, if so these will be described in their profiles and special rules etc.

MELEE WEAPONS

Some weapons are particularly useful in close combat; such weapons are described as 'melee weapons' in their profile.

AS		TARGETS ASSAULT (AS)/TOUGHNESS (T)								
DAM	1	2	3	4	5	6	7	8	9	10
1	6+	7+	8+	9+	10+	10+	10+	10+	10+	10+
2	5+	6+	7+	8+	9+	10+	10+	10+	10+	10+
3	4+	5+	6+	7+	8+	9+	10+	10+	10+	10+
4	3+	4+	5+	6+	7+	8+	9+	10+	10+	10+
5	2+	3+	4+	5+	6+	7+	8+	9+	10+	10+
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10+
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

USING TWO WEAPONS

Models with two 1 handed close combat weapons, for example a pistol and combat blade, are particularly effective in close combat. Having two weapons doesn't entitle a model to any more than its usual number of attacks however. Instead choose one of the weapons to attack with, and the other confers a bonus of +1 to the d10 rolls to hit and damage. Note that shields, unless specified otherwise in their profile, aren't offensive weapons so don't confer these bonuses.

CHARGING AND COUNTER-CHARGING

When a unit charges its momentum and aggression give it a temporary advantage over its opponent. It gains the following bonuses.

- +1 to its d10 rolls to hit
- +1 to its d10 rolls to damage

A counter-charging unit gains the same bonuses as a unit that charged. This effectively cancels the charging units strike rank bonus; both units however retain the +1 modifiers to their d10 rolls.

ATTACKING PANICKED TROOPS

Panicked troops don't perform well in close combat; they're usually too shaken to put up much of a fight. Their opponents gain a bonus of +2 on their d10 rolls to hit.

TERRAIN AND COVER

Terrain that provides cover, as described in the section on shooting, is also extremely helpful to any occupying troops that are charged by the enemy. It provides a very strong defensive position. The following rules apply.

- If a model charges an enemy model that is occupying an area of partial or substantial cover from outside the area, all its charge bonuses are lost. In addition the defending model gains a +1 bonus to its d10 rolls to hit.

- If a model charges an enemy model that is in base contact with an obstruction from the opposite side of the obstruction, all its charge bonuses are lost. In addition the defending model gains +1 bonus to its d10 rolls to hit.
- If the defending unit attempts to counter-charge, all the benefits of its cover are lost. The attacker does not lose any charge bonuses, and the defender gains none of the bonuses above.

COMBAT RESULTS

Once the combat has been fought and casualties inflicted you need to work out which side won. Total up the number of wounds each side suffered. The side that suffered the most is the loser, its opponent the winner. The losing side must make a morale check (see the section on morale earlier) and suffer any effects, the combat is then over. The following rules also apply.

- If one side completely wipes out the other it wins automatically, irrespective of how many wounds were caused.
- If both sides suffered the same number of wounds the fight is a draw. Both sides stand their ground. If any opposing models remain in contact, then when either of the units next activates, it must carry out assault orders, and either close or attempt to break off.

Regardless of whether the defending unit had previously been activated, or was previously inactivated, or on over-watch, it cannot fight back against any subsequent close combat attacks this turn. In addition the following rules apply.

- If the defending unit was previously inactivated it remains so, and is eligible for activation this turn in the usual way.
- If the defending unit was previously on over-watch it counts as having been activated and completed its turn.

VEHICLES

Vehicles can come in many different shapes and sizes. From small and speedy grav bikes to huge lumbering personnel carriers and assault vehicles. This section describes the ways that vehicles differ from normal troops. Where there is no specific mention of a difference then treat vehicles in exactly the same way as you would any other troop type.

MORALE AND COMMAND

Vehicle crews are not as susceptible to the effects of a breakdown in morale as normal units. This is due to a number factors, often it's because they are in a big armoured thing and gain a false sense of security, or because they assume their vehicle can get them quickly out of trouble. Whatever the reasons, vehicles do not suffer from panic. The following rules apply.

- Vehicles get a +2 bonus to their d10 dice roll when taking Morale, Shock and Rally Checks.
- Vehicle squads never have to take Sole Survivor Tests.
- If a vehicle fails a Morale or Shock Test the model counts as 'shaken' instead of panicked (See below).
- Vehicles are immune to the effects of suppressive fire.

SHAKEN

Shaken models can recover from this state in exactly the same ways that a normal unit would recover from panic. However in addition, at the end of a game turn during which a shaken unit suffers no wounds it automatically recovers. The following rule applies to shaken models.

- Shaken models suffer a -2 modifier to all shooting and close combat d10 to hit rolls.

MOVEMENT

Normally the main thing to remember when using vehicles is that most of them are not as manoeuvrable as an infantryman is. In general

their freedom of movement is relatively restricted. Some especially large and unwieldy monsters are also treated as vehicles.

MOVE ORDERS

Vehicles that are engaged in close combat with an enemy unit have one great advantage over normal troop types. Because they are often large or fast they can drive (or stomp or skim) right out of combat in order to get to safety or bring their armament to bear. The following rules apply.

- Unlike normal models vehicles can be given a move order when they are in base contact with an enemy. The model can carry out a move order just as it would in normal circumstances. Before moving the model away, enemy models in base contact get their normal number of attacks on the model.
- The vehicle may not move over enemy models in moving away from close combat unless it can normally avoid obstacles of that height. For example a land bound vehicle engaged in close combat to its front could reverse out of combat, then in the shooting part of its order sequence let fly at its hapless foe, before finally charging back in at them with assault orders, whereas a one with the special skill 'Fly' would have the choice of doing this or could simply zoom right over it's opponents heads (after surviving the close combat attacks of course).

TURNING

Most vehicles are limited in the number of turns they can make during a move (this goes for assault moves as well). Models with turning limitations will have an entry in their special rules stating how many turns it can make for a set move distance. For example, 'The model can make 1 turn for every 4 inches moved'. The following rules apply to turning.

- Vehicles perform turns by pivoting the model on the spot by any amount up to 90 degrees.

- You do not have to move the model the full stated distance before making a turn; in fact you can move any distance you like. However if you move it less than the distance stated, the full distance as stated is still deducted from the total MV distance the vehicle is allowed.

REVERSING

All vehicles can reverse at half their normal speed. So for example, if a vehicle could normally move 8 inches, it would be able to move 4 inches in reverse, or it could reverse 2 inches and then turn and move forward up to 4 inches. As reversing is a slower and more controlled movement, turning restrictions are also halved. For example, a model that can turn for every 3 inches moved under normal circumstances can turn for every 1.5 inches reversing.

SHOOTING

Visibility from vehicles is often poorer and more restricted than that of a normal model; in addition weapons that are mounted on vehicles tend to have fairly restricted movement. When you wish to shoot with vehicle weapons you will need to refer to the weapons 'fire arcs'. These are fairly restricted fire arcs, and only if an enemy unit falls within them can the vehicle target it.

A vehicle may fire all of its available weapons that are part of the vehicle in the same shooting phase. If a vehicle has both integral weaponry and weapons held by the pilot/driver it could only fire one type or the other, not both.

SELECTING TARGETS AND FIRE ARCS

Because vehicles are not very manoeuvrable they never get to turn to face a target unit when selecting a target unless they have the movement allowance left to do so. Instead you will have to make sure that you have positioned your vehicle in such a way that the prospective target falls within one its weapon fire arcs.

All vehicles have four fire arcs; they are front, rear, left flank and right flank. (See Fig.9)

Unless otherwise stated on the vehicle profile all of the fire arcs are 90 degrees. In order for a vehicle to shoot at an enemy unit it must be within the relevant weapons fire arc. For a vehicles target priorities and selection of "closest enemy unit" only count enemy units that lie within its weapon fire arcs and that are within range and LOS with the option to ignore targets in cover as usual.

CLOSE COMBAT

In the main, vehicles operate in close combat in the same way as a normal model. However in some cases there may be a couple of differences, these are 'combat arcs' and 'damage tables'.

COMBAT ARCS

Most vehicles have four combat arcs; they are front, rear, left flank and right flank. If a vehicle has varying numbers of close combat attacks available that are dependant on an opponent being in a particular arc it will be stated in its special rules. If there is no specific mention made, then assume that its close combat attacks can be made anywhere in its front facing, just like any other model.

VEHICLE DAMAGE TABLES

Some larger vehicles have damage tables shown in their profile. Because these vehicles are so large it is possible for particular bits of them to be damaged or destroyed, even though the vehicle itself can continue to function. When a vehicle like this takes damage roll a d10 and refer to its damage table to see if it suffers any extra effects from the damage. Note that you don't roll for each wound it suffers, you roll once for all the damage it sustained from any single unit in a round of shooting or combat.

RECRUITING YOUR BATTLE-FORCE

Most organised fighting forces contain a mix of units with a range of different capabilities. A large proportion of them are standard units of normal soldiers, and these are expected to perform basic battlefield tasks. In addition, less common but just as important, is a range of other units. Some are elites, while others specialise in areas like close combat and ranged support, or have command and leadership functions.

To represent this in the game we've divided each faction's units into a number of 'Classes'. Some classes are very common, and when you recruit your battle-force you can purchase as many units as you like from these (some are even compulsory). Other classes are less common, and you can only purchase a limited number of units from these. The following force lists detail the mix of classes that are available to each of the factions. Once you've chosen the units that will make up your battle-force one of the models must be appointed as Commander, there's more on this later.

SQUADS

If you take a look through the force lists you'll notice that squads can contain a variable number of basic troopers, and in addition many of them can contain troops that are armed differently, support troopers, sergeants and the like. This gives you a lot of flexibility when you're buying a squad for your battle-force, what follows is an explanation of the various different factors you need to be aware of.

UNIT SIZE: This shows the minimum and maximum number of models that the squad can contain, including the sergeant or similar squad leader and any Support (S) models. The only instance in which a squad can exceed the maximum shown is if you add a command unit to it, this is covered shortly.

SUPPORT (S) models: Looking at the force lists you'll notice that many squads can contain Support (S) models. These are squad support specialists, and the number you can include depends on how many other models there are

in the squad. Let's use a Viridian Marines Squad from the Viridian force list as an example, their listing states that you can include a maximum of 2 Chain Gunners (S) models, at a ratio of 1 Chain Gunner for every 3 other models. So if your squad contained 5 Marines and 1 Sergeant, a total of 6 models, you could include up to 2 Chain Gunners.

INDIVIDUAL UNITS

You'll notice that many of the individual units in the force lists can be added to other units, for example in the Junkers force list a Lictor can be added to Legionary squad. No squad can contain more than one individual unit, and if added they don't count towards the maximum unit size, they are 'supernumeraries' so are in addition to the normal models comprising the squad. For example you could add a Lictor to a 12-man squad of Convict Legionaries, to make it a 13-man squad. Similarly, they do not count as being part of the squad for the purposes of purchasing squad Support (S) models.

If you decide to add a command unit to another unit you must do so before the game starts, and it cannot subsequently leave it. For all intents and purpose it becomes part of the unit, treat it just as you would any other unit member. Finally, even if added to another unit, a command unit still counts towards the total number of command units that can be included in your battle-force.

OPTIONS

Many units have optional skills and equipment that can enhance their capabilities. Where this is the case just pay the additional point cost for each option you wish to add. If you're buying an option for a member of a squad you must buy it for all members for which it is available, paying the additional point cost shown for each of them.

COMMANDERS

As mentioned earlier, once you've recruited your battle-force you must designate one of the models as its Commander. There are some general restrictions on your choice, and these are listed below. Note however that some faction force lists may have more specific restrictions,

and some units may have restrictions that apply only to them. They take priority over the ones listed below, so if there's a conflict go with them instead. Otherwise the following rules apply.

- Unless specified otherwise in your faction's force list, a individual, named character unit must be your priority choice as Commander. If you have more than one of them you can choose between them.
- If you don't have any named character units in your battle-force you must choose whatever other model has the highest CD stat. In the case of a tie you can choose between them.

Though perfectly capable of taking an active part in combat, for the most part a Commanders primary roles are to seize and hold the initiative, inject a shot of fighting spirit when required, and coordinate the activities of their battle-force for maximum effect. In general, a Commander provides the benefits listed below. Note however that some units, if designated as Commander, may provide different or additional benefits, or in rare cases penalties. They take priority over the ones listed below, so if there's a conflict go with them instead. Otherwise the following rules apply.

- Providing the Commander is not panicked, friendly models within 9 inches of the Commander gain +1 bonus to command, morale and rally checks.
- If the Commander is panicked, the battle-force suffers a -1 penalty to its initiative rolls until the Commander recovers.

- If the Commander is killed or destroyed, the battle-force suffers a -1 penalty to initiative rolls for the rest of the game.



Special Rules

BERSERK CHARGE

A Berserk unit charges into the enemy at full force, screaming and howling war cries. When charged by such a unit, you may not counter charge. In addition, when a Berserk unit has the chance to counter charge, they do so automatically, no command check is taken.

CAMOUFLAGE

Models with this special rule usually have a combination of training and camo gear, some of which can be incredibly high tech. Models with this special rule are always considered to be out of LOS beyond medium range of troops wishing to fire on them, and always receive a +1 bonus to cover saves on account of how difficult they are to target. Only units in which all members have this skill can enjoy the benefits it confers, unless the only members without Camouflage special rule instead have the Stealth special rule. In this case all members of the unit benefit from the Camouflage skill, but if the model with Stealth makes an aggressive move then the entire unit's cover is blown.

COMBINE FIRE

Figures with the Combine Fire ability are capable of using two weapons in conjunction to produce a more powerful effect. When a figure with this skill uses two light flame throwers and has the Multiple Shot ability they may sacrifice two shots to produce one normal flame thrower attack.

DODGE

Models with this skill are preternaturally aware or quick, even to the extent of avoiding bullets. Each time they suffer damage, for whatever reason, they can make a CD test, if successful they don't take any damage. For each successive point of damage suffered after the first successful dodge a cumulative -1 is applied to the Dodge roll for each and every attempt to dodge in any given game turn. Models with the dodge special rule

can also dodge damage caused by indirect fire template weapons, but count as having evaded for the purposes of unit activation.

DROP TROOPER

Drop Troopers are special troops that can be air dropped close behind enemy lines. Some backwater militias still occasionally use old-fashioned parachutes, but most modern military forces issue lightweight disposable para-wings or grav packs etc.

Units with this special rule don't have to be deployed in the usual way. Instead they can be deployed during one of their players' turns, in place of activating one of their other units. If deployed during their players turn the following rules apply

The unit can be deployed within 6 inches of any table edge, but not within 12 inches of any enemy models.

After deployment the unit must immediately be activated and placed on over-watch. This ends its turn.

FAST

Some models are capable of fantastic bursts of speed that allow them to temporarily move a lot faster than their normal movement rate. Models with this special rule can add half their MV stat in inches to the total distance moved when rushing, charging to contact, or consolidating. For example a model with MV 4 could add up to 2 inches to its total move distance when rushing etc.

FEARLESS

Models with this special rule can be exceptionally brave, without emotion, or are so hideous themselves that other things don't scare them. Fearless models are immune to the effects of the Terrifying special rule.

Find Weakness

Models with this skill can find chinks in heavy armour systems, either because of their experience, awareness or intuition. The weapons

of models with this skill gain an armour piercing ability equal to the user's find weakness level. This is in addition to any armour piercing ability it may already have.

FLY

Models with this ability are able to soar across the battlefield ignoring terrain that would hinder ground-based units. To represent this all models with the Fly ability can ignore terrain up to 9" in height when moving, so obstacles such as difficult ground would not bother them.

GUARD

Some troops are trained to stand by particular things, places or people and if necessary lay down their own lives to ensure the protection of whatever it is they're guarding. The guards and whatever they're guarding effectively become a single unit. The following rules apply.

- Guards may not voluntarily move out of cohesion with whatever they are guarding (obviously if this is a particular area of the tabletop the guards may not voluntarily leave it during battle)
- Whilst guarding and in cohesion the unit is Immune to Panic.

If the thing being guarded is a portable object or a person, then the guards may move with it. In addition to the rules above the following rules also apply:

- Guard models with special movement rules such as Rough Terrain Specialist or Jump Trooper, or simply a higher movement rate than the thing they're guarding, can each pick up an object or person and move with them as normal, provided that object or person does not have a greater SZ stat than the guard model carrying it.
- Guards will throw themselves in the way of incoming fire if necessary, in order to protect the thing they're guarding. As long as there are any guards left, all damage, including templates, is assigned to guards before being assigned to models or objects under their protection.

HEAVY ARMOUR

Some models like armoured vehicles and large monsters are so heavily armoured that they are very difficult to damage with normal weaponry. Attackers need special armour piercing weapons in order to have a reasonable chance of causing damage to these models. Models with this special rule gain a d10 'heavy armour save' that can negate damage they have suffered.

When a model has this special rule it will be stated as 'Heavy Armour 4', or 'Heavy Armour 7' etc. The number is a positive modifier to the d10 heavy armour saving roll, for example heavy armour 6 adds +6 to the d10 heavy armour save. The following rule applies.

- Heavy Armour Save: If a model with heavy armour receives wounds, roll 1d10 per wound, adding the indicated modifier. On a score of 10+ the wound is ignored and the model suffers no harm.

HIGH MORALE

Models with this special rule are more steadfast than others and less likely to panic or take fright. High Morale is expressed on the profile as a number that is added to the dice roll when a unit makes a morale check. The modifier used is always the highest one in the unit, so for example if all members of a unit have High Morale (+1) and the Sergeant has High Morale (+2), you would use the +2 modifier when making a morale check.

IMMOBILE

Models with this special rule are incapable of moving either due to their immense size or lack of transport. Once placed on the board it must stay there for the remainder of the game and cannot turn to face any other direction.

IMMUNE TO PANIC

Models with this special rule are either exceptionally well disciplined or are simply incapable of losing their cool. They never panic, and therefore don't need to make any morale checks that would result in panic if failed.

IMPETUOUS

Impetuous troops are hard to control, and have a tendency to run amok rushing into the fray when more experienced commanders would rather they hold back.

A unit that includes impetuous troops and does not include a Lictor or Censor must pass a CD check at the beginning of their turn if they do not want to move towards the nearest enemy in LOS. If there is no enemy within LOS the unit does not have to take this test.

In the assault phase an impetuous unit **MUST** assault the enemy if at all possible.

INFILTRATE

A unit skilled in infiltration knows how to use natural terrain to their best advantage, sneaking up close to enemy lines without being detected.

Infiltrators may deploy anywhere on the board that is out of LOS and more than 12 inches away from the enemy. An army that includes a unit with the Infiltration special ability which has deployed either within a piece of terrain, or behind an obstacle (i.e. the obstacle is between them and their opponents) may automatically win the Initiative in the first turn of the game, providing the first unit activated is an infiltrating unit. If both sides have Infiltrators, roll for Initiative as normal.

INSPIRING

Models with this special ability have a positive effect on the morale of nearby units. Units within 6 inches and LOS of inspiring models can re-roll failed morale checks. They only get to re-roll once per test and must abide by the result of the second dice roll.

INSPIRING

Models with this special ability have a positive effect on the morale of nearby units. Units within 6 inches and LOS of Inspiring models can re-roll failed morale checks or rally checks. They only get to re-roll once per test and must abide by the result of the second dice roll.

JUMP TROOPER

Some models, particularly VASA's special forces, are equipped with sophisticated devices such as grav-wings or graviton pulse packs, which enable them to make great, controlled leaps over intervening obstacles. When such troops wish to move or assault they may make a jump, although not when rushing, using the following rules:

- Jump Troopers carrying out assault orders may use their jump ability to charge, but not to close.
- Enemy models charged by units making a jump may not counter charge.
- When making a jump, models may ignore obstacles up to 5" in height.

Jumps do not always go exactly to plan, as the equipment involved is difficult to handle and subject to environmental influences such as weather, enemy fire and so on. Before the unit makes its move or assault orders make one CD check for the entire unit. If the CD check is passed the unit may move up to 10" and then continue with its turn as usual. If the command test is failed the leap was mistimed, or a stray gust of wind has upset the jump troopers' tight formation. The unit may still move up to 10" but the following rules apply:

- If the CD check was failed before carrying out a move order, the unit suffers an additional -1 'to hit' modifier to any shooting in it's current turn
- If the CD check was failed before carrying out an assault order, the unit loses all charge bonuses (including bonuses for special rules like shock trooper), and can be counter charged.

LETHAL STRIKE

A model with this special rule can cause severe damage when using melee weapons in close combat. This could be because of its equipment, its training or its sheer bulk and power.

This is shown as a damage multiplier on the profile, for example Lethal Strike (x1), Lethal Strike (x2) etc. The number shows how many

extra damage dice you should roll in addition to the normal number for the weapon the model is using. For example if a model has Lethal Strike (x1) and attacks with a Combat Blade (dam ST+0), it would roll 2 damage dice for each hit scored in close combat.

MARKSMAN

Some models are expert at pinpointing and hitting vulnerable points on a target. When these models successfully hit a target with a ranged weapon roll one extra dam dice for every 2 clear points that the shooting test was passed by. For example a Marksman armed with a Sniper Rifle fires at a short-range target. They need 6+ to hit and get a modifier of +2 for the weapon; there are no other modifiers. The dice roll is a very respectable 8 and 2 is added to this for the Sniper Rifle's range modifier, giving a total of 10. This is 4 clear points over the required total of 6, so three damage dice are rolled (2 extra for the 4 clear points).

MOUNTED WEAPON TEAM

Some weapons are too large and complicated to be handled by a single model. Such weapons are either mounted on vehicles, or are carried into battle by crews of trained operators. The following rules apply to units that carry such weapons into battle:

- The weapon cannot be moved and fired on the same turn
- During the shooting phase, the weapon can be turned up to 90 degrees before shooting
- To fire the weapon there must be at least one crew member in base contact with it

The weapon itself cannot be targeted or harmed, but crew members can be attacked as usual. For each crew member lost the unit loses 1 from MV and suffers a -1 to hit modifier. When all the crew have been killed remove the weapon from play

MULTIPLE ATTACKS

Models with this special rule make multiple attacks in close combat. So for instance a model that has Multiple Attacks (x2) listed in the special

rules section of its profile will attack twice in close combat. Multiple Attacks can be used to engage more than one close combat opponent.

MULTIPLE SHOTS

Models with this special rule can shoot more than once during the shooting phase. So for instance a model that has Multiple Shots (x2) listed in the special rules section of its profile will shoot twice. Multiple Shots can be used to fire on more than one target. This ability can only be used with 1-handed missile weapons, such as blasters or autopistols.

MULTIPLE SHOTS

Models with this special rule can shoot more than once during the shooting phase. So for instance a model that has Multiple Shots (x2) listed in the special rules section of its profile will shoot twice. Multiple Shots can be used to fire on more than one target.

In the case of a model with this special rule being equipped with more than one 1 handed weapon or a vehicle in which several models are armed with ranged weapons, this skill represents each weapon being fired once. It does not allow for each weapon to be fired multiple times.

NEURAL ENFORCEMENT UNIT

Neural Enforcement Units are devices that enable the user to inflict pain or even death on anyone fitted with a Neural Spike. These units are carried by Lictors, who are responsible for discipline in the Legions. The hated Lictors are not slow to inflict pain or worse on transgressors in order to enforce obedience and the performance of duty. Needless to say, convicts fitted with neural spikes tend to perform better in their presence.

The following rules apply to models fitted with neural spikes if they are within 9 inches as long as they are within range and LOS of a model equipped with a neural enforcement unit.

- They gain a +1 bonus to hit in close combat, and a +1 bonus to their chance of detonating a Thermite Rig or similar weapon.

- They can re-roll failed command, morale or rally checks. Only one re-roll per check can be made, and they must abide by the result of the second dice roll. However, regardless of whether the re-roll is a success, on a natural score of 1 or 10 the wielder of the enforcement unit decides that an example must be made. The model that made the re-roll, or if it's a member of a squad the players' choice of model, is immediately executed by having its neural spike detonated. Remove the relevant model from play. Models executed in this way have no negative effect on the unit, forcing neither a shock check nor a morale check.

The range depends on the level of Neural Enforcement Unit that they have. Each level is worth 6" so a Lictor with Neural Enforcement Unit (1) has a range of 6" where as a Censor with Neural Enforcement Unit (2) has a range of 12".

Regardless of the number of enforcement units that may be within range, the benefits are not cumulative. For example if a model fitted with a neural spike were within 9 inches of two enforcement units it would still only receive a +1 bonus to hit etc.

NEURAL SPIKE

Neural Spikes are behavioural control devices that are fitted to all convicts sentenced to military service in the Junker Legions. When triggered remotely by a Neural Enforcement Unit in the hands of one of those responsible for enforcing good behaviour, the spikes inflict pain or even death on the luckless victim. For this reason models fitted with a spike are likely to perform better if in close proximity to a model equipped with an enforcement unit. The effects are described in the Neural Enforcement Unit rules.

PRONE

Some troop types such as Sniper teams benefit from the ability to remain unseen, or at least to present as little of themselves to the enemy as possible. As such they have long perfected the

technique of positioning themselves to minimise their own silhouette whilst at the same time improving their accuracy with ballistic weapons.

A unit with the Prone special rule can declare when they are activated that they are going Prone. They can do nothing else for that turn but as long as they then stay Prone they gain a +1 to hit modifier for all their shooting and their size is also reduced to 1. Whilst Prone the unit may not move.

If they wish to adopt a standing position again they need to spend a turn getting up, if they are assaulted whilst Prone they cannot counter-charge or fight back in any way.

RAMPAGE

Models with this special rule are naturally very aggressive and erratic, and although training can control their behaviour to some extent, if subjected to stress or surprise they're likely to revert back to type. If this happens they will 'rampage' out of control, and may even attack friendly units. Rampaging is extremely disruptive, and even if only one member of a squad has this special rule the entire squad counts as having it.

Whenever a unit with this special rule fails a shock check it does not miss a turn, as would normally happen. Instead of being shocked the unit rampages, and it can only recover by making a successful command check. If the check is passed the unit recovers and can carry out orders as normal. Otherwise the following rules apply.

- If the check is failed, control of the unit immediately passes to its players' opponent. Play now temporarily passes to this player, and for the rest of the units turn they can use it just as if it was one of their own. It can carry out whatever orders they wish, except over-watch. Once the unit has completed its turn the normal order of play is resumed.
- If any models in a rampaging unit don't themselves have the Rampage special rule, then those models will not attack or shoot at friendly models. Don't move them into

contact if the rampaging unit charges or closes with a friendly unit, and don't roll to hit for them if it shoots.

- Rampaging units are temporarily immune to panic and shock, just as if they had those special rules. They never make morale or shock checks.

ROUGH TERRAIN SPECIALIST

Some models, either because of training or natural ability, can move with ease through certain types of terrain. Models with this special rule suffer none of the normal penalties for moving on the terrain listed in brackets after the Rough Terrain Specialist entry on their profiles.

SHIELD WALL

The Praetorian Guard are dedicated warriors and spend most of their time running complex drills and training to operate as a cohesive force.

This training allows them to act as one on the battlefield by locking their shields together to provide superior protection for both themselves and their comrades.

When a Praetorian Guard unit wishes to adopt the Shield Wall formation move all non-support models into base-to-base contact and then place all support models within 2" of the wall. All models must have sufficient movement to adopt the formation.

Whilst the shield wall is in formation the unit is considered to have heavy armour 3 from all attacks in their front arc and no attacks can be allocated to figures behind the Shield Wall until all members of the wall have been eliminated. Attacks from behind the front facing other than the front are subject to the normal hit allocation rules.

The unit may advance when in formation but must maintain base-to-base coherency, including a rush move.

If engaged in close combat the Shield Wall formation is lost.

SHOCK TROOPER

Models with this special rule are particularly effective when storming enemy positions and engaging in close combat. They receive a bonus of +1 to hit and +1 to dam when charging or counter-charging. This is in addition to any other bonuses they might have to the attack.

SNIPER

Some models are trained to pick out important targets, assassinating key members of the enemy forces and causing maximum disruption with their choice of victims. If a model with the Sniper special rule doesn't move then it can make a CD test to ignore the normal target priority rules. If the test is passed then they can shoot at ANY model within range and LOS.

SPOMM

Units with this special rule are artificial intelligences equipped with Synapsized Prime-Obsidian Matrix Minds (SPOMMs). SPOMMs are AI brains that are pre-programmed to perform certain functions. The common battlefield versions have sensors that allow them to accurately identify potential threats within a fairly limited scanning radius all around them. At distances longer than this they can still sense the enemy (like unidentified blips on a radar screen), but do not get enough information from their sensors to allow them to decide on appropriate action. There are currently three common grades of standard military SPOMM. The higher the grade the more powerful its sensors and the longer its scanning radius. The three grades and their scanning ranges are shown below.

- Grade I SPOMMs have a scanning radius equal to the short range band.
- Grade II SPOMMs have a scanning radius equal to the medium range band.
- Grade III SPOMMs have a scanning radius equal to the long range band.

When a unit with this special rule is activated first check to see whether there are any enemy units within the scanning radius of the highest grade SPOMM in the unit. Note that they don't have to be in LOS, just within the scanning range. If there are any enemy units within scanning range you

may make the unit carry out any orders you wish, just like any normal unit. If there are no enemy units within scanning range the following rule applies.

- The unit must make a full move towards the nearest enemy unit on the battlefield (it doesn't need LOS to it), taking the quickest and most direct rout. The move can be a normal move or a rush move and the unit will avoid impassable and hazardous terrain. If its move brings it within scanning range of an enemy unit it can complete its turn, carrying out any available orders, just as a normal unit would. If not then at the moves completion its turn is ended.

SPOTTER

A model with this skill is able to co-ordinate ordinance strikes to any part of the battlefield that it has a line of sight to. All indirect fire weapons shooting at a target that the Spotter has a LOS to gain an additional +1 to hit modifier. This is a cumulative so if 2 Spotters have LOS to a target all units would gain +2 to hit, this is due to the fact that the telemetry would be cross matched and a more accurate firing solution would be available.

STEALTH

Models with Stealth are even better at avoiding being seen than models with Camouflage. In addition to the normal +1 cover save enjoyed by camouflaged models, models with stealth are considered as being out of LOS for enemy models beyond short range.

If the model makes an aggressive action (charging or shooting at an enemy model) it gives its position away and can be targeted as usual until the next marker phase. Only units in which all members have this skill can enjoy the benefits it confers.

STOMP ATTACK

A model with the ability to Stomp Attack can attack as though it has as a melee weapon, To Hit +0, Dam ST+0.

STRATEGY

Models with Strategy have a good grasp of battlefield conditions, likely movements of enemy units and threat assessment. Whenever the model, or any model in the unit it is with, has to make a command check, add the strategy value to the dice roll. If more than model in the unit has the Strategy special rule then always use the highest value in the unit.

STRIKE FIRST

Models with this special rule have superior reactions and close combat training. In close combat they always resolve their attack(s) first, and if their opponent is killed then it may not have its usual return attack.

SWARM

Models with Swarm attack in a confusing mass in close combat, overwhelming their foe by sheer weight of numbers. Models fighting creatures that Swarm suffer a -1 penalty to their hit rolls, up to a maximum of -3, for every enemy model after the first that they are in base contact with. This only works in close combat.

TACTICAL AWARENESS

Models with Tactical Awareness are better than others at assessing nearby threats, so if faced with a choice of possible targets, they're more likely to choose the right one to shoot at. If such a model makes a command check to try to override its default target priority, it gains a +2 bonus to the d10 roll. This applies whether the model is making the check for itself, or on behalf of its entire unit.

TARGET ACQUISITION

Some units are designated spotters and carry sophisticated target acquisition devices, which allow shots from weapons networked to their particular frequency to home in on targets. Once a target has been painted it will show up on the target recognition systems of weapons with 'target-locking' capability (See Army List Section for details of troops that can purchase this upgrade). The following rules apply to target acquisition:

- The targeting systems used by spotters count as ranged weapons in their own right, and are included in the Armoury Section. All the normal rules for firing apply to them.
- If a spotter scores a hit with their targeting device, place a counter next to the affected unit
- Remove this counter either at the next counter phase, or if the targeted unit is destroyed

Once a unit is painted in this way, models that have purchased 'target-locking' for their weapons can take advantage as follows:

- The model can fire at a painted unit as if it were in LOS and To Hit 0 regardless of size modifiers providing the target is within range of the weapon used
- Models firing in this way still incur a -1 To Hit penalty if they move before shooting
- Models firing in this way still need to pass a Tactical Awareness test if the target unit is not the nearest open enemy unit as per the normal targeting rules.
- If the target takes cover after it has been painted, for example ducking into a bunker or getting under the cover of trees, appropriate cover saves apply as normal

TERRIFYING

Some models are so fearsome or vile that enemy troops quail before them. The range of this effect is a radius equal to the model's SZ stat in inches. Enemy units that activate within this area must immediately make a morale check. Troops, which are terrifying, are automatically assumed to be Fearless as well.

TROOP CARRIER

Many vehicles and their alien equivalents can transport troops across the battlefield, quickly delivering them to where they're needed and providing the protection of their (usually) better armour. The first number indicates the maximum number of models that may be in the Troop Carrier at any one time and the number in

brackets indicates the maximum size of those units. When using Troop Carriers the following rules apply:

- Troop Carriers can be deployed at the start of the game with units inside them. Mark the presence of such units on the carrier's record sheet
- Troop Carriers must transport either all or none of a unit. They cannot transport partial units but may transport multiple units provided all other rules here and the transport capacity are adhered to
- Enemy models may not enter Troop Carriers
- Once aboard a Troop Carrier, passengers are effectively part of the vehicle and can be affected by results on its damage table
- Passengers may not shoot any weapons or attack in close combat whilst on board the Troop Carrier, nor may they use any special rules or abilities.

The following rules apply to embarking and disembarking:

- During the movement phase of their turn, friendly models that can reach base-to-base contact with the Troop Carrier may board it.
- During the Troop Carrier's turn passengers can disembark at the beginning or end of any part of the Carrier's order sequence except assault. They should be placed in the rear or flank arcs of the Troop Carrier and within 4 inches of it
- Disembarking passengers may do nothing else during the current game turn and count as being on hold

ARMOURY	CC		Short		Medium		Long		Extreme		
NAME	HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM	TYPE AND SPECIAL RULES
IMPROVISED WEAPONS	-1	ST-1	—	—	—	—	—	—	—	—	2 handed, melee
COMBAT BLADE	0	ST+0	—	—	—	—	—	—	—	—	1 handed, melee
BROADSWORD	-1	ST+3	—	—	—	—	—	—	—	—	2 handed, melee
BATTLESIELD	The shield gives good protection from frontal attack. It confers a –1 mod to all d10 damage rolls caused by hits originating from within the users front facing.										
CORALINE BLADE	0	ST+0	—	—	—	—	—	—	—	—	1 handed, melee, armour piercing 2
CORALINE WARSTAFF	0	ST+2	—	—	—	—	—	—	—	—	2 handed, melee, armour piercing 2
HEAVY CORALINE BLADE	-1	ST+1 (x2)	—	—	—	—	—	—	—	—	2 handed, melee, armour piercing 2
CORALINE SHIELD	The shield gives good protection from frontal attack. It confers a –1 mod to all d10 damage rolls caused by hits originating from within the users front facing.										1 handed
VIBRO SCYTHE	0	St+0 (x3)	—	—	—	—	—	—	—	—	1 handed, melee
NEGATRON SHIELD	The shield gives very good protection from frontal attack. It confers Heavy Armour (+2) and a -1 mod to all d10 damage rolls caused by hits originating from within the users front facing.										1 handed
CESTUS	0	6 (x sr)	The amount of penetrative damage the Cestus does depends on how good a grip it has on the target. For every 2 clear points that the 'to hit roll' is passed by add 1 to the Dam multiplier (always assume the base to be (x1)). A natural to hit roll of 10 always gives a (x3) Dam modifier.								1 handed, melee, armour piercing 3
THERMITE SPEAR	-1	7	—	—	—	—	—	—	—	—	1 handed, melee, armour piercing 5
AUTOPISTOL	+1	4	0	4	—	—	—	—	—	—	1 handed
BLASTER	0 (x2)	4	0 (x2)	4	—	—	—	—	—	—	1 handed
GAUSS CARBINE	0	5	+1	5	-1	4	—	—	—	—	1 handed
LIGHT FLAME THROWER	+1	4	Use the small teardrop shaped template. The weapon does 4 Dam.								1 handed, directly placed template weapon, incendiary
GRAPE GUN	0 (x2)	5	0 (x3)	5	-1	4	—	—	—	—	1 handed
CORALINE DARTS	0	4	0	4	—	—	—	—	—	—	1 handed

ARMOURY	CC		Short		Medium		Long		Extreme		
NAME	HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM	TYPE AND SPECIAL RULES
SPINE BLASTER	+1	4 (x2)	Use the small teardrop shaped template. The weapon does 4 (x2) Dam.								1 handed, directly placed template
COMBAT SHOTGUN	0	5	+1	5	-1	4	-	-	-	-	1 handed
GAUSS RIFLE	-1	5	0	5	0	5	-	-	-	-	2 handed
SNIPER RIFLE	-1	5	+2	5	+1	5	0	4	-1	3	2 handed
ION LANCE	0 (x2)	5	+1 (x2)	5	-	-	-	-	-	-	2 handed
PULSE RIFLE	-1	6	+1	6	0	6	-1	3			2 handed
SPLINTER RIFLE	-1	5	0	5	-1	4	-	-	-	-	2 handed
TRIDENT	-1	St+0 (x3)	0	5	0	5	When the Trident is fired the user can either opt to shoot normally with the Gauss Rifle section, or they can use the underbarrel Light Flame Thrower. The Light Flame Thrower uses the small teardrop shaped template and does Dam 4, which counts as incendiary.				2 handed, directly placed template
CHAIN GUN	-2	6	+1 (x2)	6	0	5	-	-	-	-	2 handed
GRENADE LAUNCHER	-	-	0	5	-1	5	-2	5	Use the small circular template.		2 handed, indirect fire, ranged template weapon
ROCKET LAUNCHER	-	-	-1	7 (x3)	-2	7 (x3)	-3	7 (x3)	-	-	2 handed, armour piercing 5
FLAME THROWER	Use the large teardrop shaped template. The weapon does 5 Dam.										2 handed, directly placed template weapon, incendiary
PLASMA CANNON	-	-	-1	8 (x2)	-2	8 (x2)	Use the small circular template.		2 handed, ranged template weapon, armour piercing 5		
SHARD BOMB LAUNCHER	-	-	-1	4	-2	4	-3	4	Use the large circular template.		2 handed, indirect fire, ranged template weapon
NEUTRON STAFF	Use the large teardrop shaped template. The weapon does 6 Dam.										2 handed, directly placed template weapon, armour piercing 2
PHASING STAFF	0	St+0	See the Phazon entry in the Koralon army list.								2 handed, melee

ARMOURY	CC		Short		Medium		Long		Extreme		
NAME	HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM	HIT	DAM	TYPE AND SPECIAL RULES
HAND GRENADES			-1	5			Use the small circular template.				1 handed, indirect fire, ranged template weapon
EXPLOSIVES PACK	You can attempt to detonate the pack at the beginning or end of any phase of your units' turn. Unactivated units and those on hold reacting to being charged can attempt to do this, if they pass the usual CD test for reaction. Roll 1 d10 for each model attempting to detonate, a score of 4 or more indicates success, and the pack detonates. Place the small circular template over the model. Any other models touched by it suffer 5 (x2) Dam, then remove the model that used the explosives.										
MORTAR	–	–	0	6	-1	6	-1	6	-2	6	Use the small circular template. Mounted, indirect fire, ranged template weapon
MOUNTED CHAIN GUN	–	–	+1 (x3)	6	1 (x2)	5	0	5	-1	5	Mounted
MOUNTED FLAME THROWER	Use the large teardrop shaped template. The weapon does 7 Dam										Mounted, directly placed template weapon, incendiary
MOUNTED COMBAT SHOTGUNS	0	6	+1	6	0	4	–	–	–	–	Mounted
MOUNTED GRENADE LAUNCHER	–	–	+1	5	0	5	-1	5	Use the large circular template		Mounted
MOUNTED GAUSS RIFLE	–	–	+1 (x2)	6	0	5	0	4	–	–	Mounted
MLRS	–	–	–	–	-1	7	-2	7	-3	7	Mounted, indirect fire, ranged template weapon. Uses the large, circular template
GAUSS CANNON	–	–	+1 (x3)	7	+1 (x2)	7	0	6	-1	6	Mounted, armour piercing 3
COLOSSUS RMD VIII	–	–	0 (x4)	8	0 (x2)	8	0 (x2)	8	-1	7	Mounted, armour piercing 6

VOID 2.0 — Quick reference

Game Turn Sequence

1. Marker Phase

Remove activated counters & any remaining over-watch counters
Remove shock counters (one per unit)
Remove miscellaneous effect markers (e.g. lingering weapon effects)

2. Activation Phase

Roll for initiative
Then (unless shocked):
In turn, activate units carrying out over-watch orders
In turn, activate units carrying out move, shoot and assault orders

Over-watch

Over-watch orders **cannot** be given if in base contact or close combat with an enemy unit, or if any enemy units are in LOS and within short range.

Disruption shot:

On a successful command check unit may interrupt the opponent's turn.

Command check modifiers:

-1 for each range band beyond short.

Evade:

On a successful command check the unit may attempt to evade incoming template fire. Unit may move up to a distance of its MV stat in inches.

Counter-charge:

On a successful command check the unit may react to an opponent's charge. Unit may move up to a distance of its MV stat in inches

Move, Shoot, Assault

Move:

The unit can either make a
- normal move up to a distance of its MV stat in inches.
or
- rush move up to a distance of **double** its MV stat in inches. Completing a rush ends the units turn.

Shoot:

The unit can shoot at an eligible enemy unit.
- Check for Range and LOS
- Roll to hit, allocate hits and roll to damage
- Remove casualties
- Make appropriate CD checks (Morale, Shock, etc.)

Assault (3 possible actions):

- **Charging:** When charging to contact each model may move up to a distance of its MV stat in inches. When consolidating it may move up to a distance of half its MV stat in inches.
 - **Closing:** Each model may move up to a distance of its MV stat in inches.
 - **Breaking off:** On a successful command check the unit moves away from its opponent. Each model may move up to a distance of its MV stat in inches. On a failed check the unit has to close instead. Regardless of the check result the opponent can fight back.
- Command check modifiers:**
+1 per point of SZ difference if larger than opponent

Evade:

Inactivated units can attempt to evade incoming template fire. On a successful command check the unit may move up to its MV stat in inches.

Counter-charge:

Inactivated units can attempt to react to an opponent's charge. On a successful command check the unit may move up to its MV stat in inches.

Cover

Obstruction Cover Table

Solidity		Save
Flimsy	Crates, ammo boxes, wooden fences/walls, plastic doors etc.	9
Solid	Stone, concrete or metal walls, rocks, machinery, large trees etc.	7+
Fortified/ Armoured	Military grade armoured weapon slits etc.	5+

-1 penalty to cover save roll if target is not in contact with the obstruction but is within 1 inch of it **and** closer to it than shooter.

No cover save at all if more than half of the target model is visible.

Area Cover Table

Cover type		Save
None	Areas contains no substantial pieces of solid material to provide cover	No
Partial	Area contains fairly substantial pieces of reasonably solid material to provide cover	10+

Substantial	Area contains substantial pieces of very solid material to provide cover	8+
-------------	--	----

Shooting

Range Bands

CC	Short	Medium	Long	Extreme
0"	12"	24"	36"	48"

Target Selection (CD check)

+2 primary target is in cover

Shooting Table

SH	1	2	3	4	5	6	7	8	9	10
To Hit	9+	8+	7+	6+	5+	4+	3+	2+	2+	2+

General modifiers

-1 Shooting after moving -1 Speculative Fire

-1 Target Size 1 +2 Target Size 6-7

+1 Target Size 4-5 +3 Target Size 8-9

No shooting if unit is panicked.

Morale & Shock

Command Table

CD	1	2	3	4	5	6	7	8	9	10
Pass	9+	8+	7+	6+	5+	4+	3+	2+	2+	2+

Morale Check triggers

Lost a round of close combat.

Individuals: If not in close combat and lost >50% of total wounds.

Squad: If not in close combat and members fall under 50% of the number the squad started with.

Effects of Panic

If not currently engaged in close combat a unit can **only** carry out move orders.

-2 penalty to all d10 to hit rolls in close combat.

Unit cannot perform disruption shoot or counter-charge

Rally Checks

A model or unit automatically rallies if, when activated, there are no enemies within extreme range and LOS. Otherwise make a CD check:

-3 if enemy units within 6 inches and LOS

-2 if enemy units within short range and LOS

-1 if enemy units within medium range and LOS

+1 if only enemy units in LOS are at extreme range

Shock Checks

Make if unit took at least half as many hits as it has wounds remaining. Roll 1d10 of model with the highest CD stat, and select highest score. If failed then:

Activated units lose their next turn (2 shock counters).

Active units stop in their tracks and lose their next turn (2 shock counters).

Inactivated units count as activated (1 shock counter).

A shocked unit cannot be shocked again this turn.

Close Combat

Roll to Hit

		Defenders Assault (AS)									
Attackers Assault (AS)		1	2	3	4	5	6	7	8	9	10
	1	6+	7+	8+	9+	10	10	10	10	10	10
	2	5+	6+	7+	8+	9+	10	10	10	10	10
	3	4+	5+	6+	7+	8+	9+	10	10	10	10
	4	3+	4+	5+	6+	7+	8+	9+	10	10	10
	5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
	6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
	7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
	8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
	9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
	10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

To Hit Modifiers

+1 using two weapons

+1 charging

+1 counter-charging

+1 defending cover, unless also counter-charging

+2 attacking a panicked model

-2 panicked

Damage

Damage Table

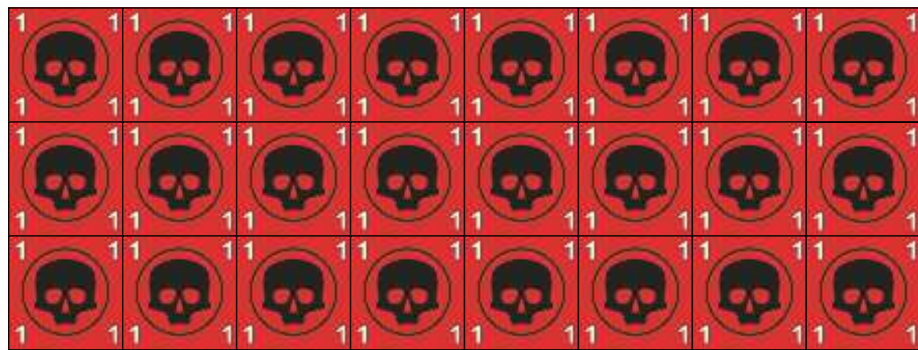
		Targets Toughness (T)									
Attackers DAM / ST		1	2	3	4	5	6	7	8	9	10
	1	6+	7+	8+	9+	10	10	10	10	10	10
	2	5+	6+	7+	8+	9+	10	10	10	10	10
	3	4+	5+	6+	7+	8+	9+	10	10	10	10
	4	3+	4+	5+	6+	7+	8+	9+	10	10	10
	5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
	6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
	7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
	8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
	9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
	10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

Close Combat Damage Modifiers

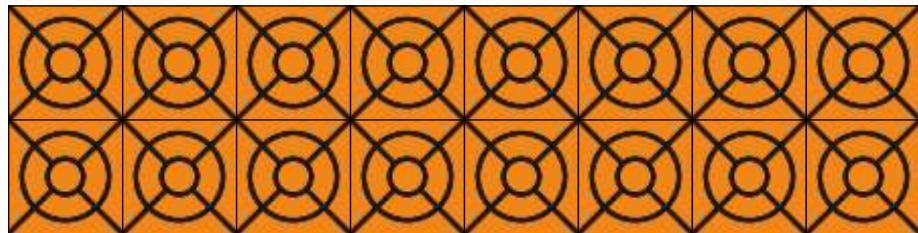
+1 using two weapons

+1 charging

+1 counter-charging



WOUND



ACTIVATED



PANIC



OVER-WATCH



SHOCK

J. J. GILBERT
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of Civil
Engineering
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